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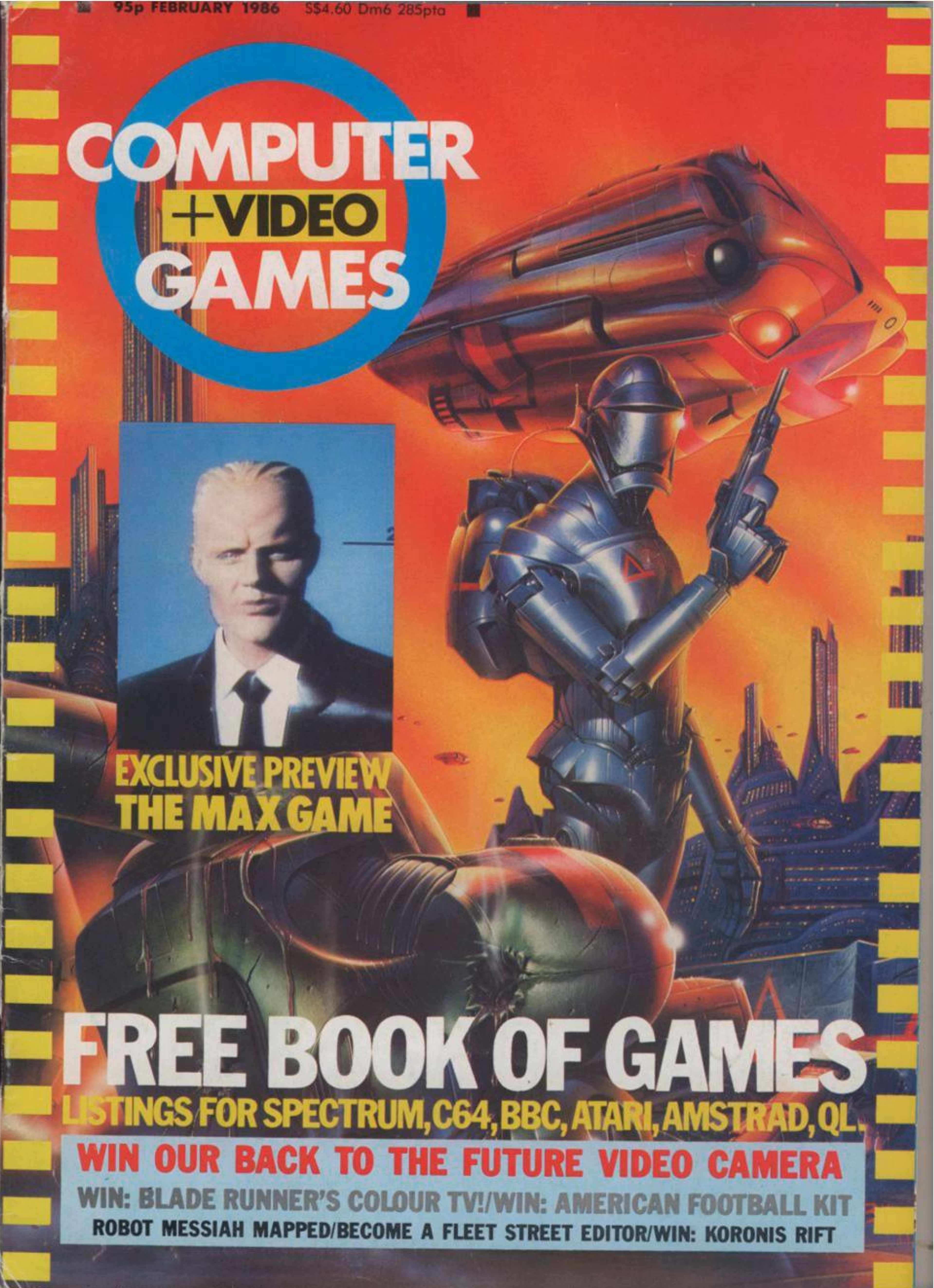
COMPUTER +VIDEO GAMES



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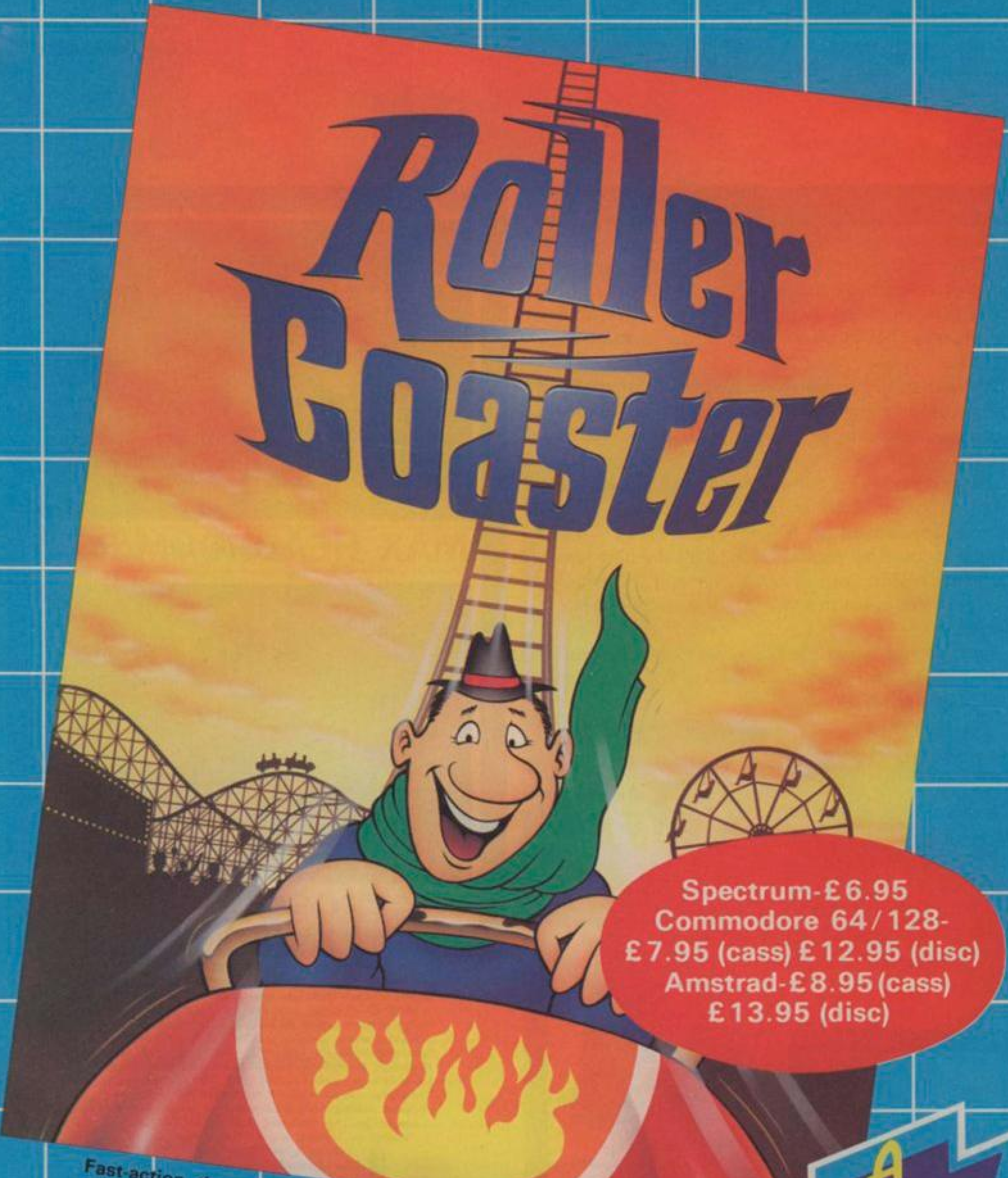

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-Crash, Jan' 86.

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CONT

THIS ISSUE

● This month's C+VG has MAX-imum impact. Not only has it got a totally FREE 32 page book of games but it also features a preview of Quicksilva's new game based on the exploits of that TV hero Max Headroom. There's also a chance to win some Max goodies.

We've also got some great prizes up for grabs in competitions based on **Gyroscope, Koronis Rift, Bladerunner, Super Bowl** and **Back to the Future**.

Do you produce a computer-related magazine at your school or club? If so, don't miss out on the competition based on **Mirrorsoft's Fleet Street Editor**. It could be your chance to hit the headlines.

There's also a spot of magic among the regular features. We meet the world's one and only Micro Magician.

And just for good measure we've got a map of **Robot Messiah** if you're in need of salvation from Alphabatim's new game.

THE BUGHUNTERS/62

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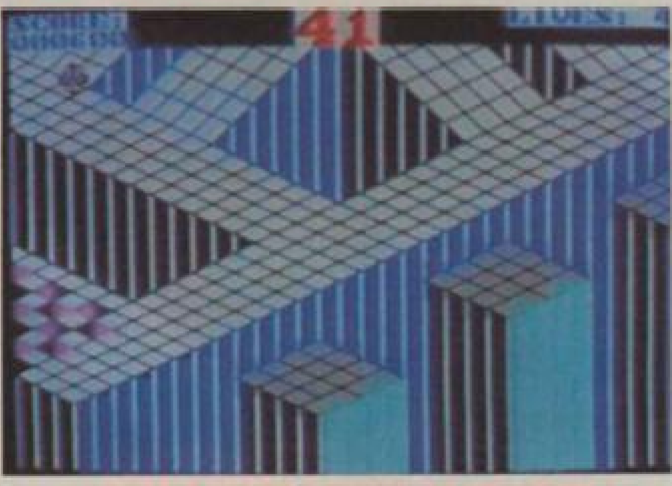
MAX HEADROOM/P42



GYROSCOPE/P37

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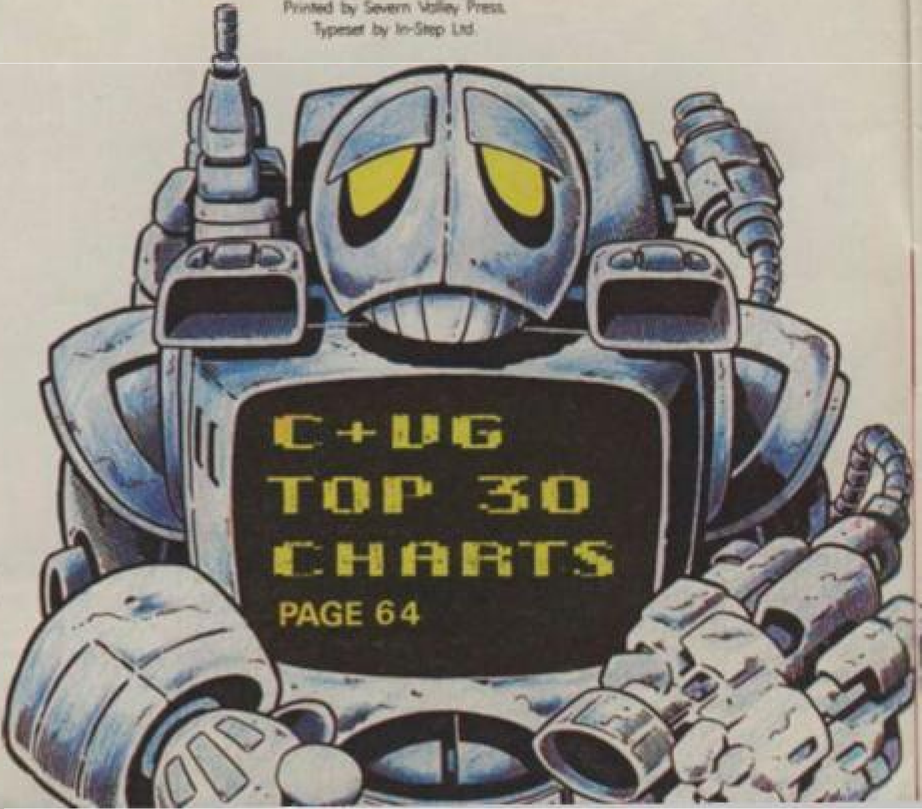

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NEWS + REVIEWS

8 NEWS

- Demented demons hit the headlines with System 3's new game, Twister. Tony Takoushi lifts the lid on a new game for the Atari — **Party Quiz.** A Trivial Pursuit game with over 2,000 questions.

14 REVIEWS

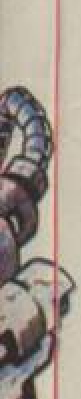
- Sweevo's World, the cartoon-style caper from Gargoyle, is C+VG's Game of the Month. The C+VG review team have gone Wild West crazy this month with a round-up the best shoot-out games for your micro

50 ARCADE ACTION

BOUL OF
STUFFING
A BELLOU.

I'm at the west end of a parking lot,
and I see here a jet car. I see exits
to the north, and east.

FEBRUARY REVIEWS/14



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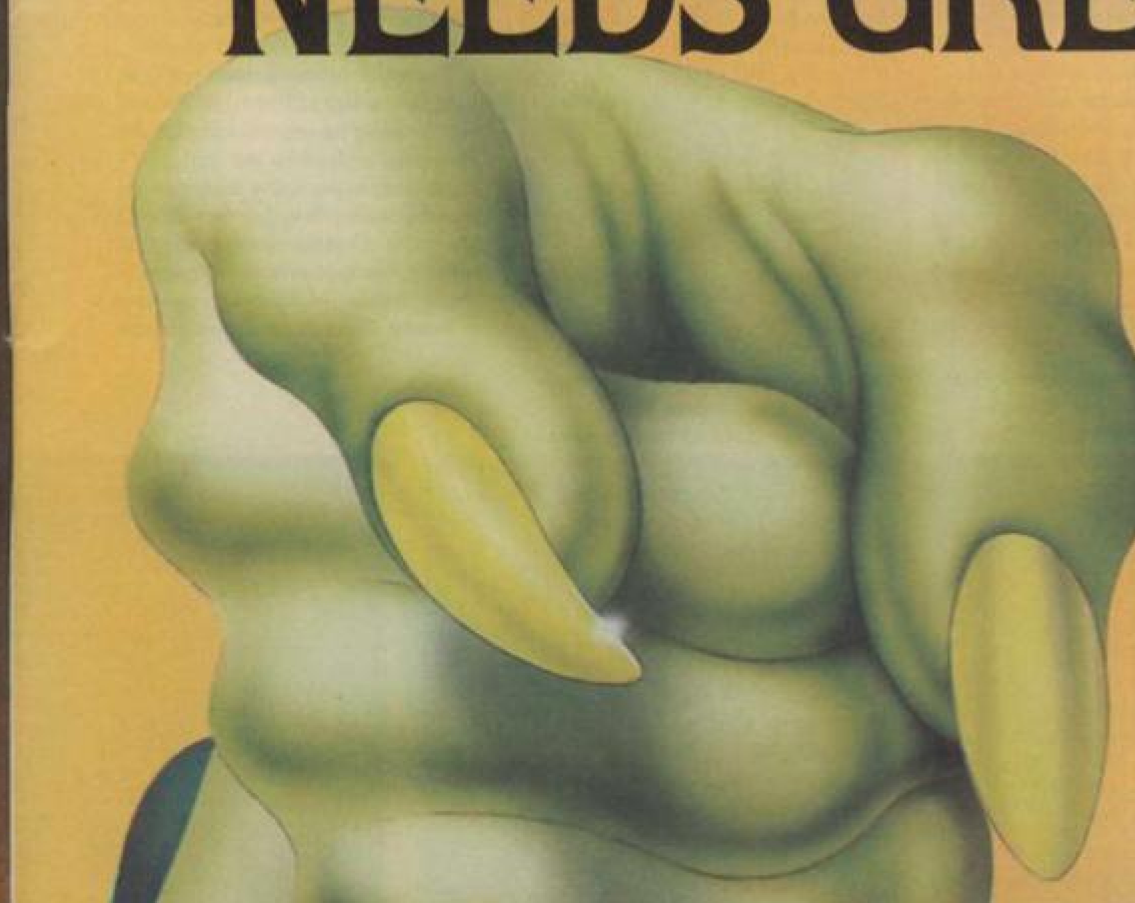

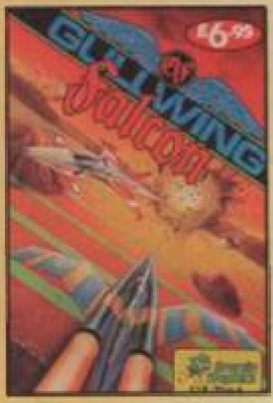

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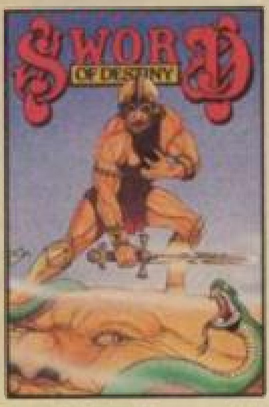


SWORD OF DESTINY C16

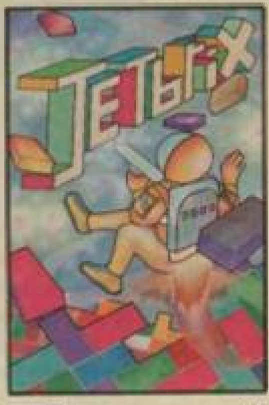
Armed only with the magical sword, the lost soul of Kalok must overcome the horrors of the eerie Abyss of Death and reclaim the heart of this brave warrior stolen from the battlefield by Xorphas the evil warlock.

C16 CLASSICS C16

The years finest compilation of C16 spectaculars. An outstanding collection of games that have made their mark on their own but as a collection provide unbeatable value for money.

KUNG FU KID C16

Action packed martial arts spectacular the like of which has yet to be seen on the Commodore 16.

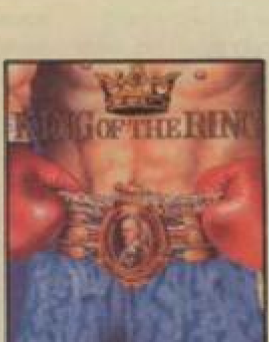


JETBRIX C16

Mind your head it's raining bricks! Watch your airspace the walls are taking over. You've got to be fast on the move, quick to the fire button to dodge this aerial assault and blast them to bits before they eventually overtake you. Real hovva bovva!

ZONE X Atari

The age of technology makes its demands, nuclear energy opens new horizons, but more and more plutonium waste is ever generated, however can it be made safe? Government storage tanks are full so they've resorted to disused mineshafts. But mankind breeds its own subversives, bent on destruction, who attempt to seize plutonium from one such shaft. The theft went badly wrong leaving this awesome material scattered around emitting its deadly radiation. Someone must put their life at risk before this tragic disaster becomes an awful reality.



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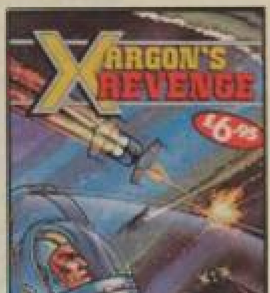

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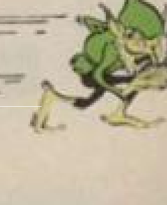
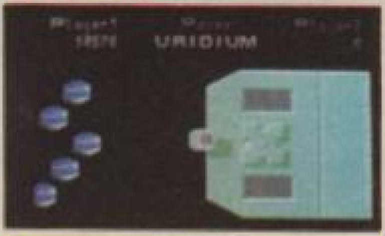


Gremlin Graphics Software Limited Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423

NEWS

☐Watch out for **Uridium** the latest stylish shoot-out from **Paradroid** author **Andrew Braybrook**. Hewson Consultants promise super-fast scrolling and authentically addictive action packed with Andrew's ,neat graphics and super sonics. Here's just a glimpse of the game. More next issue.



☐ Softsel and Infocom have come together to produce a special Christmas promotion announcing tremendous reductions on some of the most popular games.

The promotion of the 'Infocom Classics' is scheduled to begin mid November and will run through the duration of the Christmas period. Games to be featured are *Deadline, Hitch Hiker's Guide to the Galaxy, Planetfall, Seastalker* and *Zork I* — all of which run on the most popular machines.

The reductions on the adventure games are substantial. *The Hitch Hiker's Guide to the Galaxy*, which has been totally re-packaged, will drop to a recommended retail price of £24.95. *Deadline, Planetfall, Seastalker* and *Zork I* are all coming down by between £14.00 and £22.00 to £19.95 each.

The machines catered for in the promotion are the new Amstrad CP/M, Apple II, Apricot, Atari 800 and 520 ST, Commodore 64 (128), Macintosh and IBM.

■ Eighth Day Software's **Games Without Frontiers** range of adventures are now available for the following machines, priced £2.50 each.

On the Spectrum there's *Four Minutes to Midnight, Cuddles, Quann Tulla, Ice Station Zero, In Search of Angels* and *Faerie*.

Quann Tulla, Ice Station Zero and *Faerie* are available for the Commodore 64 and Amstrad.

■ There must be thousands of you games addicts out there who've become caught up in some marathon playing sessions. But have you beaten **24 hours** non-stop?

Well, that was that 14-year-old Bristol schoolboy Alan Tuckett and two friends achieved recently — and in the process raised around £80 for famine relief in Ethiopia.

Joining Andrew for the games playing were Stephen Davies, 14, and Paul Gamlin.

The games the boys played included **Castle Quest, Alien 8** and **Revs** on the BBC. The computer stood up well to the continual use but, said Andrew: "It did get a bit hot."

☐ **The Way of the Tiger** is the first of a series of text and graphic adventures from Gremlin Graphics this year based on the fighting fantasy novels of the same name.

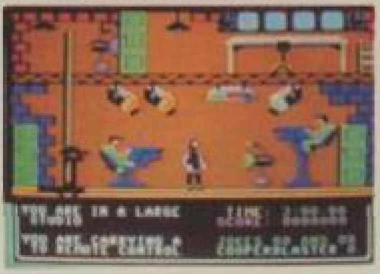
The story begins of the magical world of Orb where there lies the mystical Island of Tranquil Dreams.

Many years have passed since the time when, as an infant, you first saw its golden shores and emerald rice fields. A servant brought you, braving the distant leagues of the ocean from lands to which you have never returned. Your loyal servant laid you at the steps of the Temple of the Rock, praying that the monks would care for you, for she was frail and dying of a hideous curse.

Monks have lived on the island for centuries, dedicated to the worship of their God, Kwon, He who speaks the Holy Word of Power, Supreme Master of Unarmed Combat.

They live only to help others resist the evil that infests the world. Seeing that you were alone and needed care, the monks took you in and you became an acolyte at the Temple of the Rock. Nothing was made of the strange birthmark, shaped like a crown which you carry on your thigh.

☐ Take a sneak peek at **Probe's** new Basildon Bond game starring a computerised version of zany comedy star Russ Abbot. As you can see, the game is set in a TV studio and features other Abbot characters — like Cooperman and Blunderwoman. Watch for *C+VG* for more details.



HOT GOSSIP

BY TONY TAKOUSHI

My hand began to shake as I mopped my brow clean of salty sweat.

The room slowly started to spin around me and I felt the walls start to close in. I craved a joystick and video screen. I HAD TO HAVE THEM!

It had begun. I knew there would be no sleep for me that night unless I gave in to my craving...

So I fired up the **Tempest** and **I Robot** machines and settled down to a mega-zapping session. I had barely started to play when the front door bell rang...

"No," I moaned as my superzapper recharged on level 42.

I gave in and answered the door. It was my American cousin, come to show me his latest game.

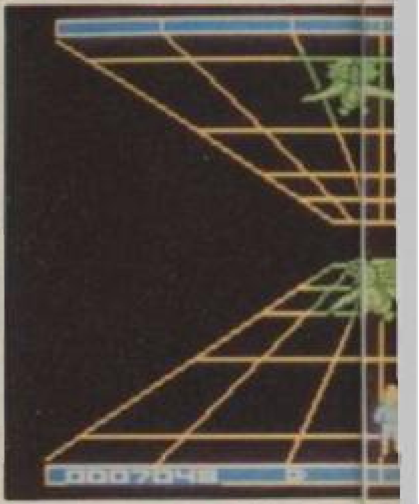
"Howdy TT, I just came on over with my two sons to show you my new game, **Party Quiz**."

"Party Quiz?"

Twenty minutes later I had got into the swing of **Party Quiz** and was loving every minute of it. Maybe I will sleep tonight...

I am always on the look out for new and exciting games for all you Hot Gossip fans and this month I've got what is probably the ultimate Trivia micro game.

Party Quiz is for Commodore



☐ Demons are a girl's best friend — at least for Twister, the evil star of System 3 Software's new game. And she'll haunt your dreams unless you manage to destroy her.

Twister has already got quite a reputation based on the fuss at the *PCW* show in September when System 3 boss Mark Cale hired three scantily-clad dancers to publicise the game by prancing around his stand several times a day. The end result was they were banned.

After the never-ending delays in the launching of System 3's International Karate, many thought that Twister was just a figment of Cale's imagination.

But not so. The game actually exists and remarkably good it is with excellent graphics and good game play.

The game was originally called Twister, Mother of Harlots. But, after accusations of "bad taste", it's now just Twister.

Set inside the nightmare world of a twisted brain, 64 and Atari micros. Suncom, an American company, is better known for its joysticks than its games. Do not be mislead, Suncom has incorporated the best of both worlds and produced a game that features novel, exciting game elements.

Party Quiz is for one to four players and closely follow the **Trivia** mould. But what makes this **Trivia** derivative special?

It is played with joysticks. The game pack comes with four joysticks (Quick Response Controllers), which are plugged into an interface box which in turn is plugged into two joystick ports via an interface cable.

There are also two floppy discs and an instruction manual included. One disc is the program disc, the other is a question disk.

You start the game with an options screen. Here you can choose the number of players (1-4), the response time to answer the question (3,4,5 or 10 seconds) and the number of question rounds to be attempted for the game (5,8,12,16 or 20).

You can also determine the type of game to be played, either Competitive or Social. Competitive is exactly that, each player competes to answer a question before another does. I preferred Social, here all players can answer and score if they get a question right.

For all you brain boxes there is also a handicap feature. If this is used, a player only gets half the normal response time to answer a question.

Once the options have been set you go to the play screen. This is divided into four sections, at the bottom of the screen a time bar counts down the answer time and decreasing score. Phew!

Each round has ten questions and when a question appears a choice of either four (multiple choice) or two answers is given to choose from. The first player to press the right button on their joystick get the points. The quicker you press the more points you get!

Because of the two answer formats, Multiple choice and True/False, two scores are given, 1000 for Multiple Choice and 500 for True/False (well, you do have a 50/50 chance).

If the player gets the question right, a little tune is played, if wrong, a naughty bleep is heard. If any of you sneaks try the cheat then you will suffer, if a button is pressed before the question appears on the screen, your score is replaced with the word "CHEAT". (Ha, ha, — that will teach you).

For those precious little moments like answering the front door or popping off to the loo, there is a pause mode, activated by the space bar.

To keep you on your toes there is a real nerve jangler called the Lightening Round. These happen on rounds 4,7,11,15 and 19 (if you play all twenty rounds). Here each player has to answer ten questions in twenty seconds, this is real pressure cooker stuff, believe me.

My friends have nicknamed me Jacques Costeau because I am so cool under pressure, but this section ruffled even me.

To keep everyone in the picture a report card is shown every two rounds with each player's score and various funny comments. What does TRY CHEATING mean?

The package has 2,500 questions covering History, Arts, Science, Geography, Sports and Entertainments. It must be said that it is an American package and many questions reflect this — just what are the ZIP codes for Utah? — but it really is fun because everyone stands the same chance of getting the answer wrong!

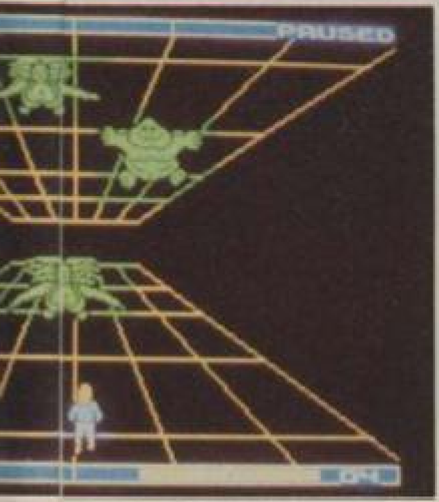
A special editor disk is available for the Atari version that allows the question disk to be edited for British questions and answers.

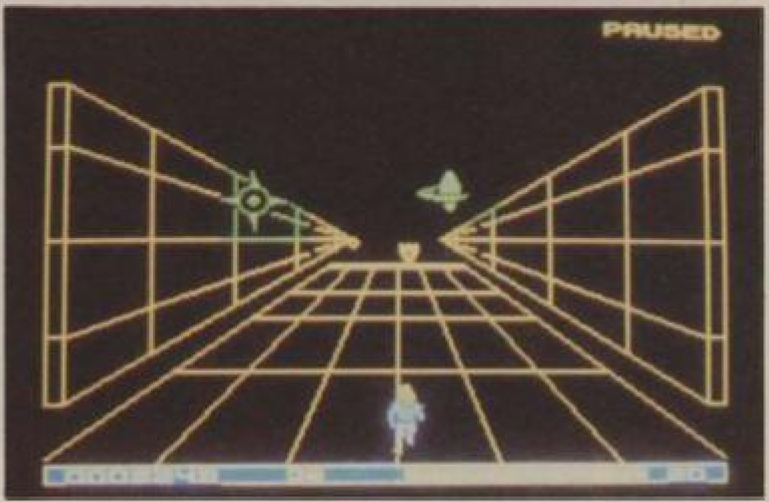
Party Quiz is not cheap at £40, but it is probably the most luxurious and comprehensive version on disk. So all you Commodore and Atari owners looking for a fun family game that does not tie everyone to the keyboard, go for this package.

Party Quiz is available from **Software Express** in Birmingham or most software retailers.

☐ Hold on to your hats! That all time classic, **Star Raiders**, is set to make a come back! **Star Raiders II** should be with us quite soon. A special version was on show to a select few at the Comdex show in Las Vegas in December.

It looks HOT! It will be initially released for the Commodore 64 and Atari ST micros.





the idea behind the game is to destroy the evil at its centre. You do this by zapping your way through five screens full of demons, ghoulies, devils, monsters.

Everything about Twister is impressive — from the strategy behind the game, animation and graphics.

Although there were minor changes to be made to the Copy sent to *C+VG* Twister is shaping up to be the best System 3 game yet.

Twister will cost you £7.50 in the shops — but if you want to save some cash, read on.

There're two ways you can do this. If you send the token on this page, together with a cheque or postal order for £6.

But if you want to wait until you get your hands on the March issue of C+VG you could save *another* £1 by cutting out the second token.

Just send the two tokens with a cheque or postal order for £5 to Computer and Video Games, Twister Offer, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Twister will be available on cassette for the Spectrum, Amstrad, C64/128, Atari and BBC.

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SOME MISTAKE SURELY?

☐ So, did you spot last issue's deliberate mistakes? You must have spotted that the Bug Hunters strip had two pages transposed. Look, I know it was a weird story — but it was supposed to make sense. Despite all precautions — like actually writing the page numbers on the artwork SOMEONE — who'll be getting a visit from Big Red — managed to get them around the wrong. So if you'd all like to turn to page 120 of January's issue it should really be page 121 — so you'll have to read it backwards. Right?! You just can't get the staff these days...

Bodge No. 2: On the contents page three was an enormous white space above the Combat Zone heading. Now our spies tell us it was a Green team member who swiped the missing item. But if you can tell us just what should've been in that gap you could win yourself a t-shirt. The best suggestion will get a visit from Big Red.

This NE

All the

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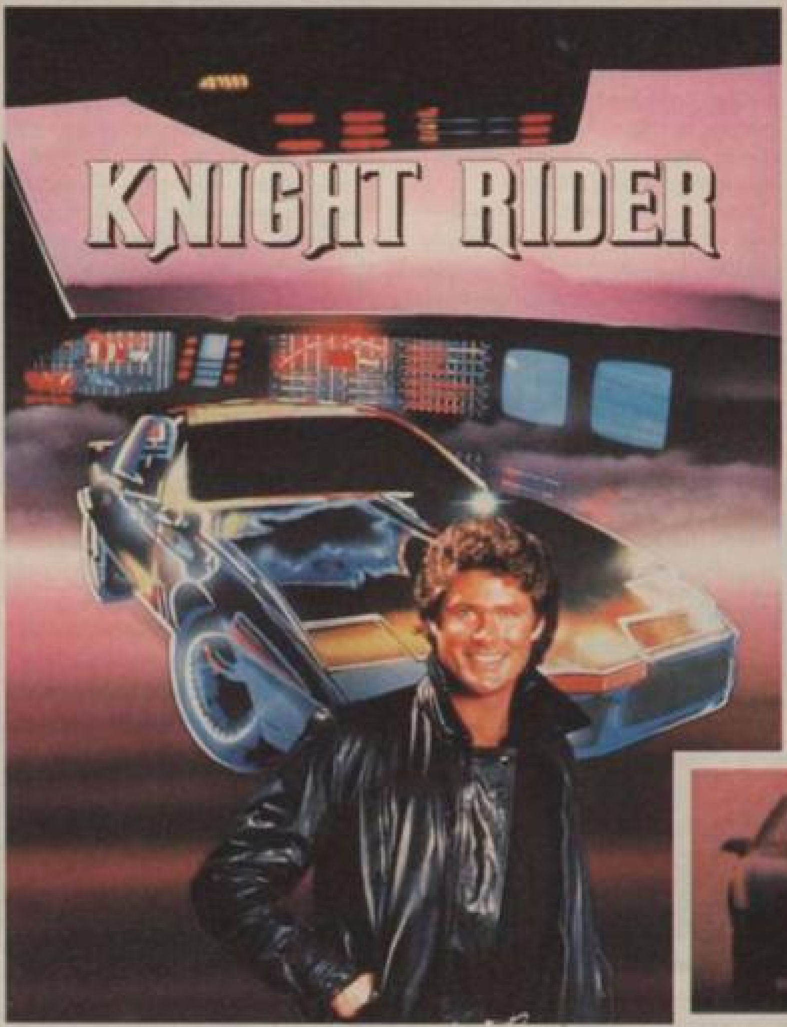

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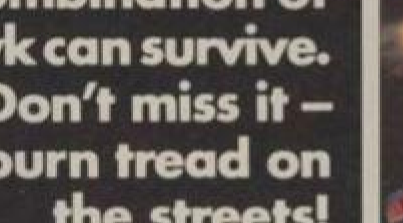

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Seconds out for the challenge of the season, guess this month's mystery Microgamer and you too could win a super prize!
SCOOBY DOO
In the Castle Mystery
elite
GRUMPY GUMPHREY
SUPERSLEUTH
'Knoc
every

"My two top contenders"

1. Scooby Doo
by Elite
In the red corner we have Scooby Doo – a real heavyweight when it comes to catching criminals, ghosts and other things that go bump in the night.

2. Super Sleuth
by Gremlin Graphics
And in the blue corner another Super Sleuth. Which one will come out tops? Hard to say, Harry, but both are champs in my book.

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CLIFF HANGER

by New Generation
This fighter doesn't use his fists, man, – but everything else in sight! Cannons, boulders, boomerangs and bombs all come in handy for Cliff who has to do *something* to stop the bandit shooting up the canyon.

Spectrum 48K **£4.95**

GRUMPY GUMPHREY

SUPERSLEUTH

by Gremlin Graphics
Keep your eye on the clock and look sharp! All your best moves have to be executed on time or you're in big trouble. Catch the shop thieves and above all keep the Manager happy – my motto exactly!

Spectrum 48K **£7.95**

MINI OFFICE

by Database
Comprising word processor – for writing letters and reports, a database – for storing addresses, and a spreadsheet – for storing complicated numbers. Pretty high-powered stuff, don't you think?

BBC **£5.95**

MAD DOCTOR

by Creative Sparks
As Mad Doctor, in this blood-curdingly evil game, the player must create new life out of freshly killed body parts. If he arouses the villagers' suspicions, they'll kill him. A light touch on the scalpel is required.

Commodore 64 **£8.95**

ckout games for fans ywhere'

MARSPORT

by Gargoyle Games
Box your way out of this one! The World needs a Champion (what about me?) Yes, but *you* can be the champ here. That is if you sneak the defence plans from the doomed city and reinforce the force sphere. Not easy, with aliens attacking your every move.

Spectrum 48K and Amstrad **£9.95**

DYNAMITE DAN

by Mirrorsoft
Count to ten and concentrate. You think you can win on points? Well I tell you this game will have you reeling! He may not be a Jumbo or a Bonecrusher, but one thing is certain, Dynamite Dan is hard to beat.

Spectrum 48K	£6.95
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"Games to keep you on your toes".

RED ARROWS

by Database
These guys can sure move. But their game is a non-contact sport, if you get my drift. You can try your hand at formation flying, looping the loop and all the other tricks. Duck, dive, dodge, swerve and break – only don't hit anyone here.

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SPOT THE BALL

by Creative Sparks
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SCOOBY DOO

by Elite
Slippery customers throw in the towel when this ace detective is around. With your help he can track down and solve the mystery that haunts his friends. Join the elite band and pit your wits against the spooks.

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SPARKLERS SPECIAL

by Sparklers
A fist full of games at a fantastic price. And nobody is pulling punches here. These games really are the greatest – anyone who disagrees will have me to reckon with! Not to mention Slurpy, Orc Attack, River Rescue and Black Hawk.

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WHO DARES WINS II

by Alligata
Only the brave survive (and the lucky). Upper cuts and left hooks are no good to you here. You need to find the ammunition dumps to knock the stuffing out of the enemy and free your friends.

Commodore 64 **£7.95**

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Spot this month's mystery microgamer and win a fantastic prize. Ten 2-pack program prizes must be won plus single game prizes for the first 100 runners up.

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Send to: THORN EMI Computer Software Mystery Microgamer Competition, Thomson House, 296 Farnborough Road, Farnborough, Hants GU14 7NU

Last month's Mystery Microgamer was Ian McCaskill. Prizes are on their way.

Prizewinners
Andrew James, Swansea
Bobby Earl, Birkenhead
Mark Johnson, Knottingley
Stephen Hirst, Castleford
Barry Cheeseman, Swindon
Graham Langlands, Dundee
Tim Walter, Bristol
Paul Cooke, Blackpool
Robert Wooley, Peterborough
John Baxter, Coventry

All games featured above are available from Laskys, WH Smith and other good software stores.

KEY

GRAPHICS
Are they really mind-blowing 3D technicolour visions like the adverts tell you — or does it look like someone has simply scribbled on the screen with a magic marker?

SOUND
Does the game sound like a Duran Duran LP played at half speed? Or does the noise from your micro knock you half way across the room? The *C+VG* review team don't play games with their ears blocked up you know!

VALUE
Is the game really worth all those pennies? Will the novelty last? Is it worth going without *C+VG* for a month because your parents won't come up with the extra pocket money? Or could YOU write a better game?

PLAYABILITY
Will you be playing until the early hours of the morning as you attempt to complete just one more screen? Or do you fall asleep the minute the intro screen appears?

BLITZ GAME

BLITZ GAME
C+VG's way of telling you that the game must not be missed!

SWEEVO'S WORLD

- **Machine:** Spectrum/Amstrad
- **Supplier:** Gargoyle Games
- **Price:** £7.95

Could this be the world's first slapstick computer game? Well, maybe. But one thing is for sure. Sweevo is a character who will bring a smile to the face of even the most jaded games player.

Sweevo — or Self Willed Extreme Environment Vocational Organism — has been given the job of clearing up a problem planet called Knutz Folly. It's an old planet created by Baron Knutz and his wife Hazel.

The Baron indulged in some odd genetic experiments and the results of this dabbling have now completely overrun the planet. Sweevo's job is simply to tidy up the planet.

GAME OF THE MONTH

He has to discover just how to use the objects he discovers on the planet — and what effect they have on the creatures. Each of the deadly guardians of Knutz Folly have a special weakness which our hero has to discover and make use of to get rid of them?

Sweevo looks most unlike a robot or android. He looks a bit like *William Wobbler* — with a long neck and a winning grin.

The rooms he has to explore are full of deadly fruit. Yes, fruit. Don't walk into them or you'll injure poor old Sweevo. He's allowed three falls before he loses a life. You begin the game with five.

The rooms are drawn in Ultimate 3D style. Each contains objects which may or may not be useful. Some can be collected and used. You'll come across the Word "BOO" in various locations. Collect this and you can say BOO to the Goose which lays the Golden Egg and gives you more energy!

Your current energy rating is indicated by a "face" at the top of the screen which begins with a big grin which gradually turns to a grimace as you lose energy by bumping into things. One bump to many and it turns into a skull.

Watch out for the air vents which blast you back to another level. But some times they can come in useful if you've done what you came to do.

You can begin the game at any one of four starting points. Simply select which one you want at the start of each game. Sweevo sits and waits until you've made your choice and then heads for a hole and parachutes through using his trusty umbrella.

At the end of each game you get a percentage rating — plus a list of the things you have or haven't collected/done and a comment about the level of your performance.

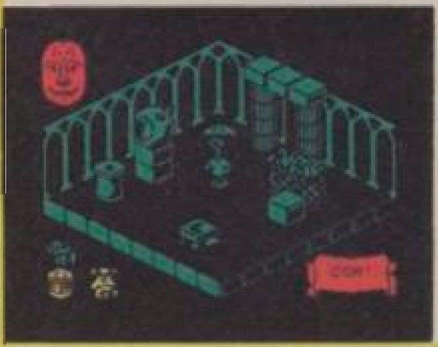
Sweevo's World is a truly different and atmospheric game. And it has built in humour. Lots of nice touches that will keep you and Sweevo on your toes for hours.

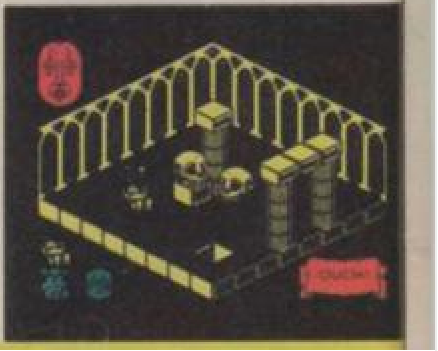
Lots of baffling puzzles and amusing jokes.

Could we be witnessing the birth of a cult character here? Only time will tell. But in the meantime do yourself a favour by grabbing a copy of *Sweevo's World* as soon as you see one. You won't regret it. We guarantee it.

Graphics	9
Sound	7
Value	9
Playability	9

"....THE FUNNIEST CARTOON ADVENTURE YOU'LL EVER TAKE PART IN...."





INTERNATIONAL KARATE

BLITZ GAME

- **Machine:** Spectrum
- **Supplier:** System 3
- **Price:** £6.50

Well, it's finally here, after much singing and dancing (PCW Show). Will it topple *Exploding Fist* as karate champ or not. Let's compare the two.

Exploding Fist characters are nicely drawn and excellently animated. However, although not bad, the animation and graphics are not quite up to that standard.

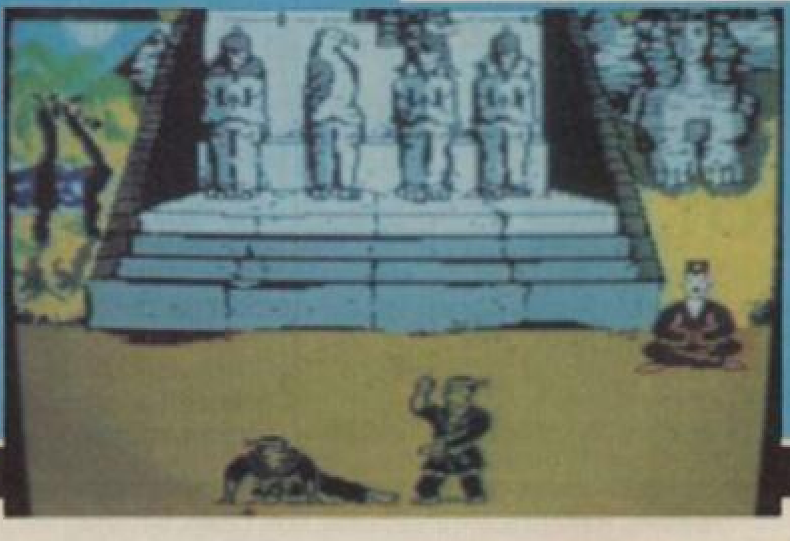
The backgrounds on *Fist* were colourful and ornamental, but on *International Karate* they are colourful, recognisable and superb.

The gameplay on *Fist* was good with only one life, whereas with *International Karate* it is the best of three fights on each round and after each round a bonus screen can be attempted which consists of, on the first bonus screen, a wood block smashing attempt with bonus points for each block smashed and, on the second bonus screen, smashing or avoiding flying objects.

Sound on the *Fist* was limited to spot effects which were good but sparse. *International Karate* boasts great spot effects, music and excellent clear speech which announces the start, the scores and the results of the contest (a bit like Jimmy Hill).

Altogether the package is a winner with its international backgrounds and terrific speech. If you already have *The Fist* this may not be on your list. However, I've got both and play them equally.

Graphics	9
Sound	8
Value	10
Playability	9



● STARTS HERE ▶

TRANSFORMERS

- **Machine:** CBM 64/Spectrum
- **Supplier:** Ocean
- **Price:** £7.95 (Spectrum) £8.95 (CBM 64)

Those robots in disguise finally make it to the screen of your computer thanks to Denton Designs. You have to help the five remaining Autobots — the goodies — battle the evil Decepticons — the baddies — in a do or die battle for the future of Earth.

The Autobots are suffering an energy crisis and have to fly around and run around a structure which looks a bit like an oil refinery in search of the four bits of the Autobot Energon Cube and transporting them back to Autobot Centre where they will end the crisis.

The Decepticons will try to steal these cubes which are scattered far and wide among the girders and walkways of the game.

You control five Autobots, Optimus Prime, Hound, Jazz, Mirage and Bumblebee. Each has varying energy, firepower and strength levels. You have to select the right Autobot to collect the various parts of the cube. It's no good sending the relatively weak Bumblebee off on a long search when you should really send tough old Optimus.

They either shoot at you or make kamikaze dives into your shields weakening them until 'your Autobot is destroyed. You can't rebuild your Autobots but the evil Decepticons have perfected the art of robo-cloning — so there's no end to them!

You can give your autobots a zap of life giving energy by dashing into the nearest Defence Pod. These pods zap your energy, firepower and shield levels back up to battle status and MUST be used if you are to succeed.

The Autobots can transform into their earthly disguise as trucks and sports cars etc — but this seems more of a frill than a real game tactic. The Decepticons still attack you whatever you look like! Also you can race along a girder and crash off the end before you've had a chance to change back to an Autobot all too easily.

Which brings us back to controlling the game. This is the most difficult part of the whole game. It'll take you some time to get used to the ultra-sensitive controls and become aware of what you can run/fly through without being destroyed.

Graphics aren't bad and the *Transformers'* theme tune is copied very neatly. Not a brilliant game — but not a terrible one either. Play a friend's copy first.

● **Graphics**	7
● **Sound**	7
● **Value**	6
● **Playability**	6

COMMANDO v RAMBO

- **Machine:** CBM 64
- **Supplier:** Elite and Ocean
- **Price:** £7.95

Rugged, athletic, mean, butch, offensive. That's *Rambo* — Ocean's muscular little sprite is bound for big bucks.

The idea is for Rambo to rescue his buddies somewhere in a screen jungle littered with little animated soldiers. His first mission is to photograph the prison camp where Vietnam P.o.Ws are being held. *Rambo*, being the hero he is, just seems to get the urge to rescue all and sundry.

Rambo is armed at first with only a bow and arrow (also the famous exploding war head arrow!) and a knife. To make sure he's not noticed by the opposition, he must try not to use any noisy weapons. Along the way he can find machine guns and rocket launchers lying redundant in the fields which he can use to good effect. He then has to find a helicopter and rescue his buddies. All pretty straight-forward, huh? Not really. There are a lot of elements of *Commando* in this arcade adventure, but not enough real gameplay to be addictive enough.

However, *Commando* by Elite is a different kettle of fish altogether. This sticks closely to the arcade game and has great music by that Commodore maestro Rob Hubbard (Monty on the Run music) your little G.I. Joe is beautifully animated and looks really rough and tough. This doesn't mean that you are invincible. Unlike *Rambo*, with his depleting energy, you have only to be shot once and your next life takes over.

There are five stages to complete, getting increasingly difficult as you go. You can only shoot as fast as your finger can hit the fire button so prepare for aches and pains.

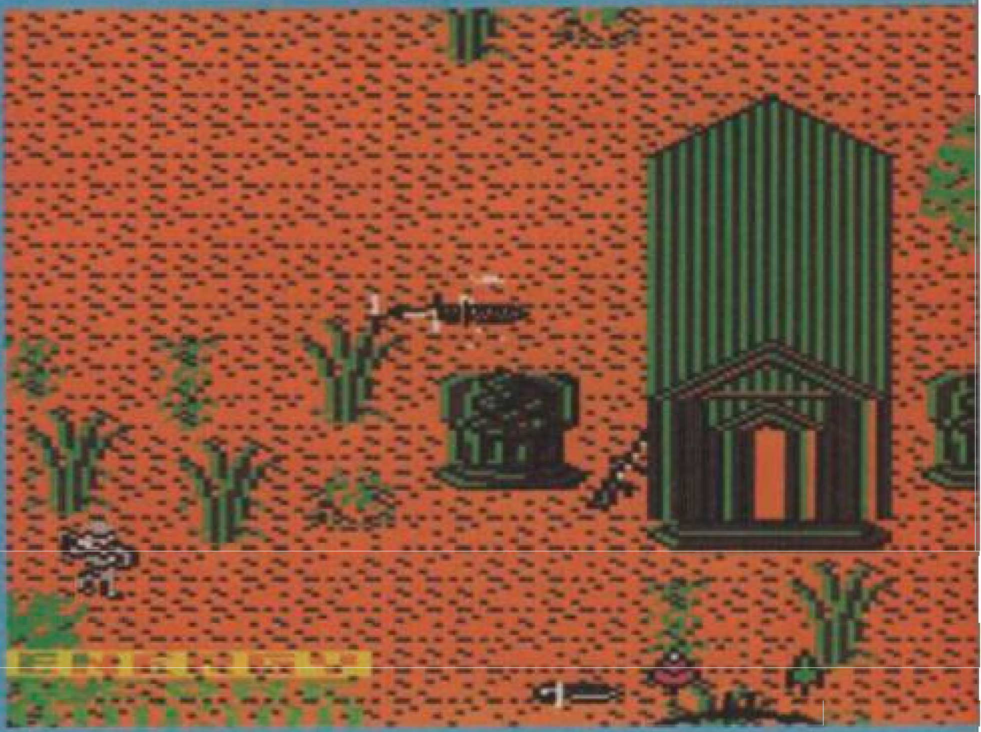
Although you don't have as large an arsenal as Rambo, you do have one little trick up your sleeve . . . grenades.

However, these can run out. Fear not, supplies can be found all along the way. These are fired in the direction you are facing by hitting the space bar. Lorries, trucks, mortars, motorbikes and a lot more bar your way but still you soldier on.

Altogether a maddening, totally addictive arcade copy which definitely makes Rambo look like Mr Puniverse. No doubt about it!

BLITZ GAME

	Rambo	Commando
● **Graphics**	8	9
● **Sound**	8	9
● **Value**	9	9
● **Playability**	8	10



TOMAHAWK

- **Machine:** Spectrum
- **Supplier:** Digital Integration
- **Price:** £9.95

What's the toughest helicopter around? *Blue Thunder? Airwolf?* No. The Apache Advanced Attack Helicopter is the king of the skies. It can climb 1400 feet in just a minute. It carries enough weapons to sink at least a couple of battleships. And it's REAL.

You may never get a chance to fly the real thing — but Digital Integration can put you in the hot seat — if you own a simple Spectrum.

The long awaited follow-up to their *Fighter Pilot* flight simulation is a complex and highly detailed representation of what it's like to fly one of these hi-tech fighting machines.

The screen display shows a heads-up view of the terrain you fly over, plus an impressive range of instrumentation. Fortunately you don't really need to keep an eye on these all the time. There are audio alert signals which call your attention to the gauges when they need it.

Graphics for the landscape are draw vector graphic style and — despite that limitation — are very accurate. You can fly over mountain ranges, trees, buildings, military installations — and the ever present enemy.

Controls are extremely responsive. You can mix keyboard and joystick — and there's a two joystick option for the really experienced flyer.

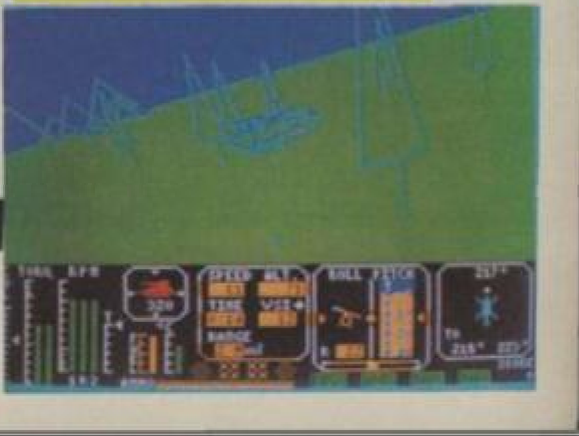
It's difficult to do justice to the amount of detail and accurate background work that has obviously gone into this excellent program.

Tomahawk is an extremely well put together piece of software. Impressively presented and documented. And, on top of all that, it's got real atmosphere — something that's hard to get into a game. That's if you should really describe it as a game. Somehow it seems all too inadequate . . .

Tomahawk is destined to become a classic.

BLITZ GAME

● **Graphics**	9
● **Sound**	7
● **Value**	9
● **Playability**	9



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THUNDERBIRDS

- **Machine:** Spectrum C64
- **Supplier:** Firebird
- **Price:** £3.95

Thunderbirds are Go! This maze puzzle game, one of the first in Firebird's new Super Silver range, manages to capture the spirit of Gerry Anderson's classic TV puppet series.

You have to help the pilots of Thunderbirds One and Two rescue a couple of archaeologists trapped inside an ancient Egyptian tomb. Being a typical tomb this one is packed with traps, secret doors and deadly nasties.

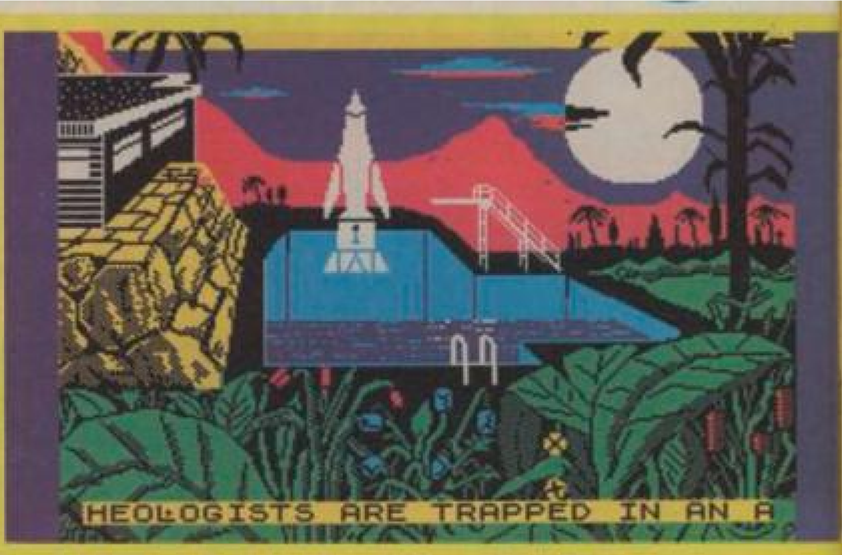
You have to solve the puzzles, beat the traps and save the missing archaeologists before their oxygen runs out.

Each screen is a puzzle. You have to move coloured blocks around, using both Thunderbirds to create a pathway to the doomed men as quickly as possible. No mean feat — and you have to look out for fuel along the way.

Thunderbird One can move blue blocks, Thunderbird Two moves green blocks. Both craft can move red blocks. You often need to use both craft to solve *the puzzles and move on to the* next screen.

Before take-off you can equip Thunderbird Two with various bits of machinery and gear that help in the mission. Each bit of equipment you take reduces your starting score. Taking nothing at all reduces your chances of finishing.

If you come across a screen where one of the items in Thunderbird Two's hold will help



GUNFRIGHT

- **Machines:** Spectrum/Amstrad
- **Supplier:** Ultimate
- **Price:** £9.95

Howdy partners. This is Sheriff Sabreman talking to you from the troubled city of Black Rock. We're having a lot of trouble with a mean bunch of outlaws right now. There's Buffalo Bill, Billy the Kid and a host of other infamous names out to give me and the peaceful folk of Black Rock a tough time.

Luckily I've got my trusty six-shooter and my faithful steed Nightshade to help me run these varmints outta town — but I'd like you along as parta my posse. Fancy comin' along to help me clean up the town? Then grab this badge and pin it on your Spectrum boy...

Take a whole lot of *Nightshade*, add a couple of "duck shoot" arcade bonus screens, spice them up with some nice Western graphics and you've got *Gunfright*. The idea is that as the sheriff of Black Rock you have to get rid of all the baddies inhabiting the town.

The locals help you by pointing the way towards the particular baddie you're hunting as you patrol the streets in the guise of Sabreman in a stetson.

Once you've found him you have a gunfight. The 3D style screen changes to a 2D heads up view of the baddie you've come across — with a cross hair sight.

You have to move the cross hair and draw your gun in time to shoot your opponent down.

Each time you wipe out a baddie you get a bounty. Cash which enables you to buy more bullets to go out hunting the next baddie. The price of bullets — like petrol — varies from time to time so you need all the cash you can get if you're to succeed in cleaning up the town.

The townsfolk can be helpful — but they do tend to get in the way when you're hunting down the villains. Shoot an innocent bystander and you lose cash. Bump into one and you lose a life.

The graphics are identical to *Nightshade* — except for a few Wild West touches to spice them up. Beside the main play area window a colourful wanted poster appears showing you the particular baddie you're looking for.

Buffalo Bill is the first and he's pretty easy to gun down. After that you're on you own! Billy the Kid and the rest are pretty tough to kill and your TV could end up riddled with bullet holes. Sound effects aren't up to much though.

Gunfright doesn't have the puzzles usually associated with an Ultimate arcade adventure — but it is unusually playable. I don't think it'll have the usual lasting appeal however.

The packaging also includes a few hints and tips on game play — another first for Ultimate!

At first I found it difficult to tell which were the baddies and which were the male inhabitants of the town. Then I worked out that the little men jumping up and down and pointing weren't going to shoot me down and were just showing me where the baddie was hiding out. Lots of bounty money was lost before I'd worked this out.

Still, if you're after a souped-up version of the ancient old Gunfight arcade game then this is for you. But all the frills and pretty graphics don't make the game worth nearly £10.

● **Graphics**	8
● **Sound**	5
● **Value**	7
● **Playability**	8

OUTLAWS

- **Machine:** CBM 64
- **Supplier:** Ultimate
- **Price:** £9.95

What can you say about *Outlaws?* Nice, glossy packaging, slick artwork and an intriguing storyline printed on the cassette inlay. Well up to Ultimate's normal standards.

But what about the game, I hear you cry, thumbing the hammer of your Colt 45 and pointing it in a mean manner at the reviews page.

Okay, I give in and spill the beans but you'd better sit down first. *Outlaws* is really quite ordinary.

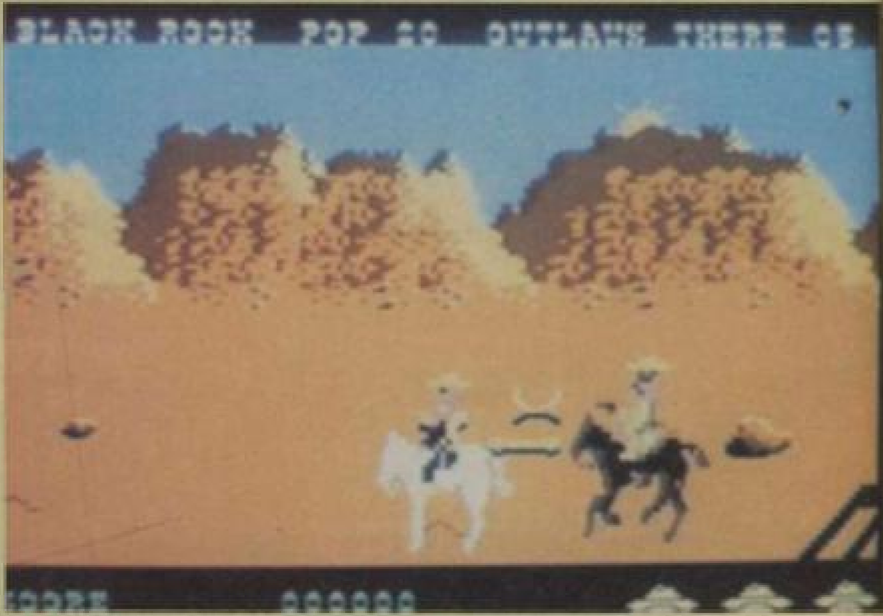
But first the setting. A town lives under the shadow of an evil gang of outlaws. Nobody dares stand up to them. Months pass and then a man with no name and no past rides into town. It's the Lone Rider.

Controlling the Lone Rider and his horse by joystick you must seek out the outlaws and revenge the town.

Pushing the joystick left or right will cause the horse to move in that direction. Keeping it pressed will move the horse from a trot to a gallop. Pushing the stick forward will cause the horse to jump. Shooting is also easily controlled by the stick. The idea is to get the baddies before they get you. They will attack on horseback or when in town a seemingly innocent passer-by will sudenly draw a gun. Fast reaction will be needed to beat him to the draw.

The graphics and sound are okay and the game is quite playable. But with Ultimate the hope is for something new and original and for them *Outlaws* is rather ordinary.

● **Graphics**	7
● **Sound**	7
● **Value**	7
● **Playability**	8



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out — the computer takes over and you get a short animated sequence in which the item is used to your benefit.

More fuel can be found inside the tomb. But DON'T move away from a screen once you've discovered some fuel. If you do, it won't be there when you get back.

Thunderbirds is a game for the strategy minded games player. If you don't like solving puzzles and just want to zap things, then don't bother picking this up. If you like a challenge and have a few hours to spare, then grab a copy now. Very addictive, long lasting and fun.

●Graphics	9
●Sound	9
●Value	9
●Playability	9

SUPERMAN

- **Machine:** CBM 64
- **Supplier:** Beyond
- **Price:** £9.95

Is it a bird? Is it a plane. No it's *Superman* and it's a little bit of a disappointment.

The Man of Steel indulges in a trial of strength with one of his worst enemies, Darkseid, an evil tyrant who threatens the entire universe.

The game starts off well with two great digitised pictures of Superman and Darkseid. But after that, the graphics are not so hot.

The battle rages across a variety of screens ranging from the city streets of Metropolis to Darkseid's subterranean lairs. Superman must rescue the good citizens of Metropolis as they are captured by the super-villian and at the same time both use their superpowers to defeat each other.

Darkseid uses his Omega Beam, a mysterious force generated from his eyes, to attack Superman and teleport his victims to his lair. Superman counters these powers with his super-breath, strength and ability to fly.

The game can be played either by two people or one player controlling Superman against the computer. Victory is achieved by using up all your opponents strength or once all the citizens have been captured or rescued, the player with the most wins.

The best graphics appear on the intermediate screens between the six play levels. The 3D effects of the Man of Steel flying are quite nice. But the main play screens tend to look a little flat.

● Graphics	7
● Sound	7
● Value	7
● Playability	7

WILD WEST

- **Machine:** CBM 64
- **Supplier:** Ariolasoft
- **Price:** £9.95 casssette/£12.95 disk

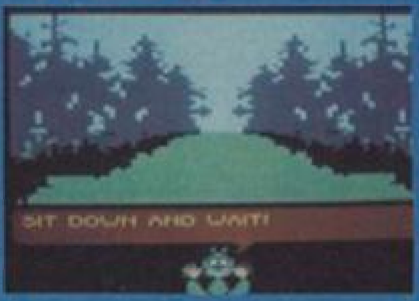
Big Nose Bill and his gang of outlaws have captured Fort Snake.

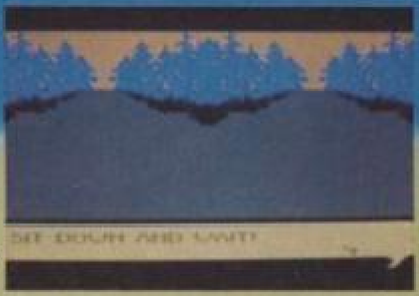
You must try to recapture it by making your way through a whole series of Wild West scenes, collecting various objects as you go. The action includes a bank robbery, a shoot-out with the local sheriff, a stagecoach ride and a rodeo and lasooing contest.

Various pioneers, indians and cowboys also cross your path from time to time.

All standard Wild West type ingredients, you're thinking. And you would be right. But a strange dimension is added to the game by three "sprites" which appear below the screen and give help and advice. For instance: "It's boring here, let's go," or "Examine skull" and "Take a Rest."

It's up to you which piece of advice you take. The choices are disclosed by movements of the joystick and pressing the fire button chooses the desired one.

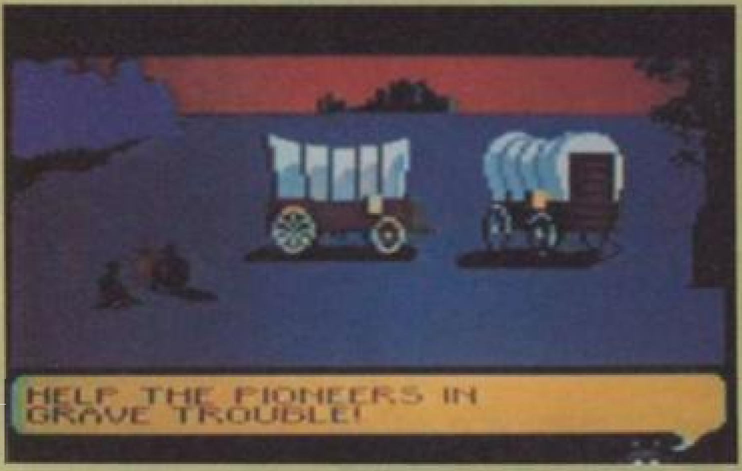




Quite how these strange little creatures have turned up in the Wild West is not explained but they appear harmless enough.

Wild West is graphically excellent.

● Graphics	8
● Sound	8
● Value	8
● Playability	9



LAW OF THE WEST

- **Machine:** CBM 64
- **Supplier:** US Gold
- **Price:** £9.95

Gold Gulch is a tough Wild West town. All the Sheriff has to do is survive until sundown. But there are mean dudes around determined to fill him up with lead.

And that means you have to think quick, talk fast and move your Colt 45 like greased lightning.

We've only seen a preview of this game and it certainly looks like one to keep an eye out for.

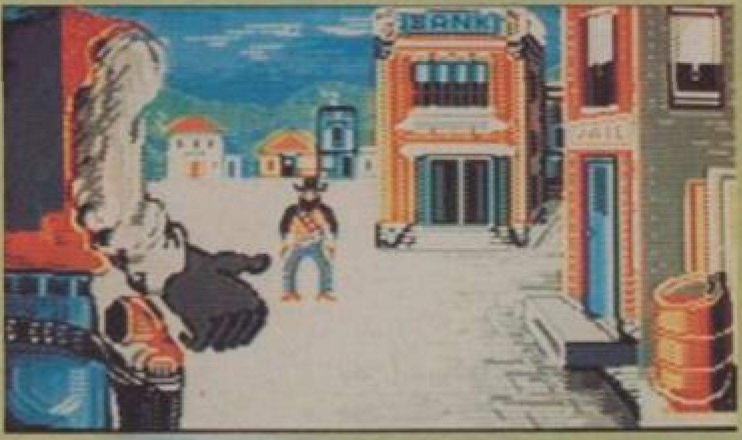
You have to converse with nearly a dozen of the town's most notable characters, for information or co-operation as you try you darndest to maintain law and order in Gold Gulch.

They include the wise-cracking saloon owner, and various bad characters who talk with their guns.

Your performance is judged after each game, regardless of whether you survive or end up in Boot Hill.

And survival doesn't mean much if the bank gets robbed, the robbers get away, and you accidentally shoot the schoolmarm trying to stop them.

But be warned the program contains language that, say the makers, may be unsuitable for children!



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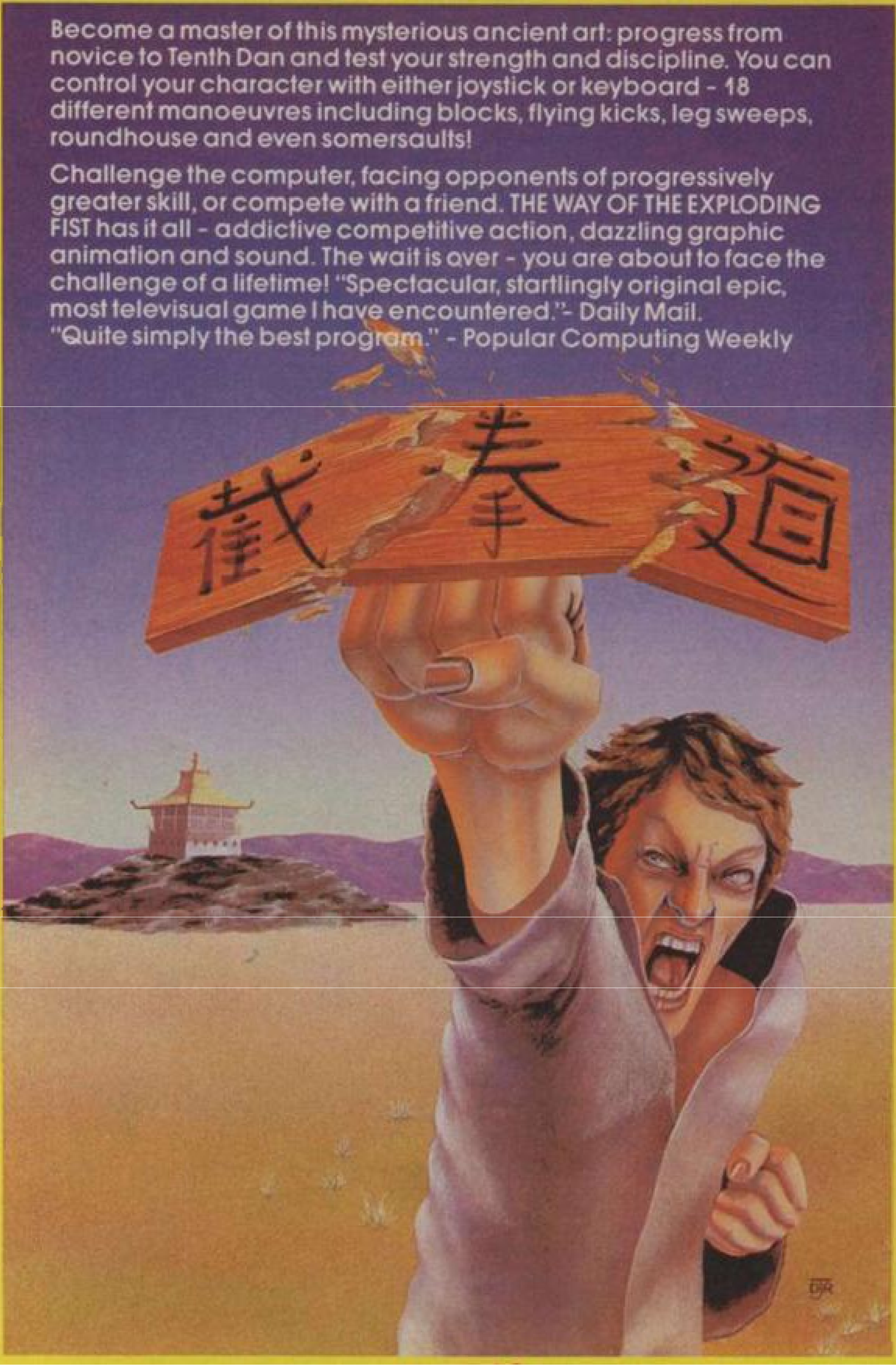
THE WAY OF THE *exploding fist*

Become a master of this mysterious ancient art: progress from novice to Tenth Dan and test your strength and discipline. You can control your character with either joystick or keyboard - 18 different manoeuvres including blocks, flying kicks, leg sweeps, roundhouse and even somersaults!

Challenge the computer, facing opponents of progressively greater skill, or compete with a friend. THE WAY OF THE EXPLODING FIST has it all - addictive competitive action, dazzling graphic animation and sound. The wait is over - you are about to face the challenge of a lifetime! "Spectacular, startlingly original epic, most televisual game I have encountered."- Daily Mail. "Quite simply the best program." - Popular Computing Weekly



"The Way of the Exploding Fist is virtually beyond criticism – technically brilliant and visually absorbing."

POPULAR COMPUTING WEEKLY

"Melbourne House's karate simulation explodes on to the Amstrad. This is a great arcade scoring game as well as wonderful family entertainment.
In Way of the Exploding Fist, Melbourne House have scored a great hit."

AMTIX

"As a sports simulation, this is one of the finest and most realistic we have seen. As an arcade game, it's addictive and pacy. It's clearly destined for the top."

SINCLAIR USER

"I can't tear myself away from this hit game, a karate contest called The Way of the Exploding Fist."

DAILY EXPRESS

"The graphics made my eyes pop out. Fantastic sound effects, state of the art animation and brilliant game play. One of those games that you can get out time and time again."

ZZAP

"By far and away the best sports combat simulation available. Exploding Fist on the Spectrum is the best game."

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GLADIATOR

- **Machine:** Spectrum
- **Supplier:** Domark
- **Price:** £7.95

Combat games keep on coming. So far we've had warriors, karate killers and championship boxers. But never Gladiators. Until now.

Domark's latest release dumps you in the bloodstained arena much loved by the Roman rulers.

Life as a slave is fine if you've no ambition and nowhere much to go, but if you're young and eager to get on in life you have to try to win your freedom any way you can.

That's why you find yourself in the arena.

Your training starts with you watching the best fighters of the day in the ring. You even have the chance to wager a few copper coins on the outcome of each match.

The next stage is for you to have a chance to practice the 25 possible blows and thrusts on a stationary target. You can learn to cut and thrust with no danger to yourself. Finally, there are the combat trials with a real opponent.

If you work hard, practice long hours and use both your strength and intellect you can become the Emperor's champion, a feat equalled by very few. The real incentive is freedom.

When you have seen the range of movement that is possible it is your turn to practice. Select the two player option and practice each movement in turn against a stationary opponent.

One of the skillful arts of the gladiator was his choice of weapons for a particular fight. You are allowed to choose three weapons from the armoury of 45, one for each and and one for the belt.

You can try to match the weapons to the moves which you can make or to combat those of your opponent — unfortunately you won't see his weapons until the fight starts.

The hard weapons are selected first, using either joystick or keys, the directions move to the next weapon while the fire button selects. You can choose to use a shield instead of a second weapon.

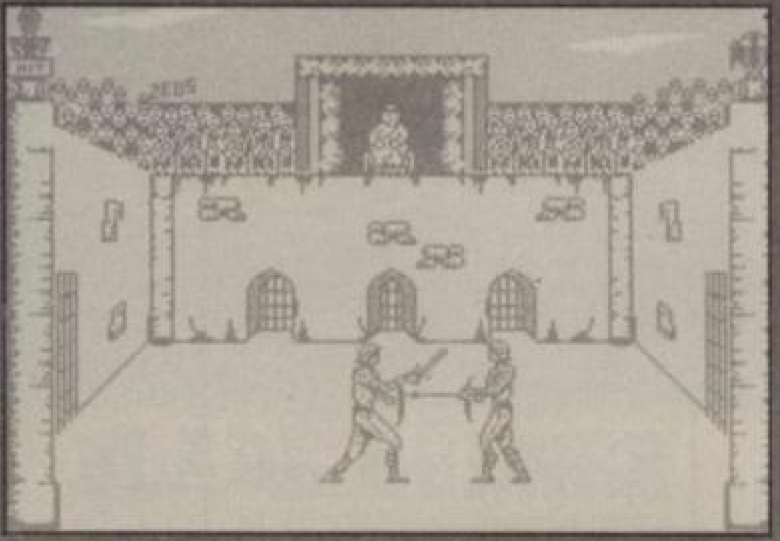
The dagger is placed in your belt and only comes into play if you have thrown or lost one of your original hand weapons.

Joysticks are recommended. The controls are pretty complex — they have to be as there are so many moves you can make while fighting. It'll take you some time to work out all the combinations, so be prepared to practice. The time you spend here will make your enjoyment of the game all the greater.

This combat game gets the thumbs up from *C&VG*!

Meanwhile, to those who are about to die, we salute you . . .

●**Graphics**	9
●**Sound**	7
●**Value**	9
●**Playability**	9



MERCENARY

- **Machine:** Atari/CBM 64
- **Supplier:** Novagen
- **Price:** £9.99 cassette/£12.95 disk

The wait is over *Mercenary* is here at last. And well worth the wait it is.

If you loved the graphics of *Elite* and also like flight simulations all wrapped up with a spot of zapping and puzzles, this is the game for you.

You play the role of a 21st Century mercenary who crash lands on the planet Tharg and must use his brains to survive in this strife-torn world.

To help in this difficult task, Benson, a ninth generation computer helps you with a series of scrolling messages, relays messages and status reports.

The opposing factions on Tharg are the Players and the Mechanoids.

Keeping alive on Tharg will be hard enough in this hostile environment but the ultimate aim is to find a craft and escape the planet.

There are also various flying and ground based craft to be used *and* also a vast subterranean complex to be explored.

With excellent graphics, challenging game play, *Mercenary* is a game to look out for.

● **Graphics**	9
● **Sound**	8
● **Value**	9
● **Playability**	9

ZORRO

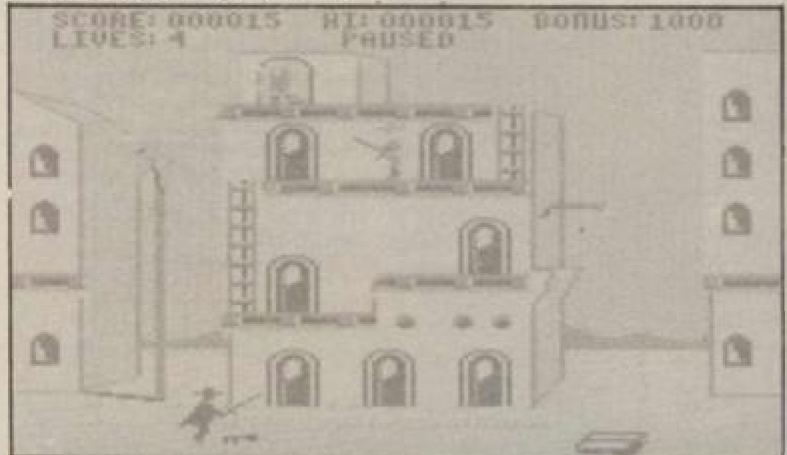
- **Machine:** CBM 64
- **Supplier:** US Gold
- **Price:** £9.95 cassette/£14.95 disc

Old film legends don't die — they just resurface as computer games. Such is the fate of that masked master of swordplay Zorro. And a sade fate it is.

Graphically this rather standard platform game is not over impressive. Zorro himself appears as a black silhouette with no features at all. Sad that the man of mystery has become just a black, jerky blob. The rest of the animation is up to — or rather down to — the same standard.

The music is allright but nothing spectacular.

● **Graphics**	6
● **Sound**	6
● **Value**	7
● **Playability**	6



OLYMPIC DECATHLON

- **Machine:** BBC
- **Supplier:** Alligata Software
- **Price:** £9.95

Now you too can follow in the steps of Daley Thompson without ever leaving the comfort of your own home.

Olympic Decathlon, which comes on disk, allows you to try your hand at all ten Decathlon events: 100m, 400m, 1500m, long jump, shot put, javelin, hurdles, discuss, pole vault and high jump. There is a choice of joystick or keyboard control.

If you opt for the keyboard, you must select keys to control your left foot, right foot, and a throw/jump key. You compete in all the events using a combination of these three movements. Hurdling, long jump and high jump involves running and jumping, for example, the javelin means running and throwing, and so on.

You can also choose whether to practice each event individually, or take part in a full marathon. I strongly advise that you practice, because the technique in some of the events is hard to master, if not downright obscure. In each event you are told the qualifying time or distance, your own score, and whether or not you have qualified.

If you are very lucky, you may set a new world record. I set a world record in the javelin, and failed everything else.

It's an ingenious idea, but disappointing and sometimes tedious to play. Running in particular is wearying, the aim being to move your athlete's two feet as quickly as possible. There doesn't always seem to be much skill involved in achieving a high score, although in most of the events you can improve through practice.

But the graphics are good, and if you don't like to be beaten by a game, there's a lot of challenge.

● **Graphics**	8
● **Sound**	6
● **Value**	8
● **Playability**	7

▶CONTINUED FROM PAGE 18

● CONTINUES ON PAGE 23▶

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18 months in the making, it's here at last! The supreme role-playing Dungeons & Dragons game, based on the newly-developed MIDAS adventure system, which will lead to other adventures and extensions to Swords & Sorcery itself.

"It's very difficult to do this game justice in a few words — the sheer size and depth defy labelling. An impressive piece of software indeed." — Crash.

Spectrum (C) £9.95

YIE AR KUNG FU/(Imagine/Konami)

At last! One of the biggest programs of the year! The current arcade hit brought into your own home, with all the dazzling action you'd expect! Fight your way through screen after screen! A smash-hit if ever there was one!

"Konami's arcade hit brought home. Just Great!" - Games.

Amstrad [C] £8.95 **Comm 64 [C] £8.95**
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MERCENARY/(Novagen)

The wait's been worth it! Another total winner! Incredible 3-D vector graphics, changing with amazing speed. And the game's different each time you play! You'll really feel as if you're flying above the planet Targ! Believe us!

"We couldn't believe the speed. Smashing!" - Zzap 64.

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ROCK 'N' WRESTLE (Melbourne)

The eagerly awaited fighjt sequel to the record-breaking "Way of the Exploding Fist". All the action you'd expect and a lot you won't believe! One or two players, 10 possible opponents, over 25 joystick moves, astonishing graphics, unbelievable animation. It's the sequel everyone wanted!

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"Extraordinary graphics, incredibly skilled programming, immensely playable, totally absorbing. An absolute winner all the way!" - Computer Games.

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This *has* to be the most unusual program of the decade. You'll have your very own Little Computer Person. He'll live in your computer in a three floor house. You'll feed him, talk to him, play games with him, and be part of his life. He'll certainly be part of yours! In fact, he'll probably take it over. We promise you this will be the most astonishing and irresistible creation you've ever loaded in your computer and you'll feel awful when you turn it (him?) off! This is not, incidentally, a game!

"Animation of the Pet Person is incredibly lifelike. A stunning advance in computer entertainment. 97% overall rating!" - Zzap.

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HARRIER FORCE STRIKE

●Machine: BBC
●Supplier: Mirrorsoft
●Price: £9.95 (tape)
£12.95 (disk)

At last, your chance to take that amazing British invention, the Harrier jump jet, up for a spin, and a bit of in-flight mayhem if you're feeling aggressive.

Not that I made much use of the opportunity — on my first four flights I crashed within ten seconds. I begin to see why it takes a small fortune and goodness knows how long to train a Harrier pilot.

This is a superb simulation, developed with the help of British Aerospace who, presumably, vouch for its accuracy.

You are offered a choice of game type (practice or combat) and skill level (pilot, commander and ace).

The graphics are more than adequate. The display takes the form of the view from the cockpit, with ground/horizon/sky instruments and indicators much where you would expect to find them. You can operate the game entirely from the keyboard, or via a combination of joystick and keyboard, and I strongly advise the joystick.

You get a 'flight manual' with the game, which tells you about the Harrier, gives you hints on how to fly it, and describes the mission you're supposed to carry out when you can actually stay in the air.

The mission involves destroying an enemy HQ 500 miles away, but first — you have to destroy the enemy tanks menacing your own ground sites. It might take some time before you establish an operational area free of enemy tanks — a map grid is supplied so you can keep track of where you are in relation to enemy HQ.

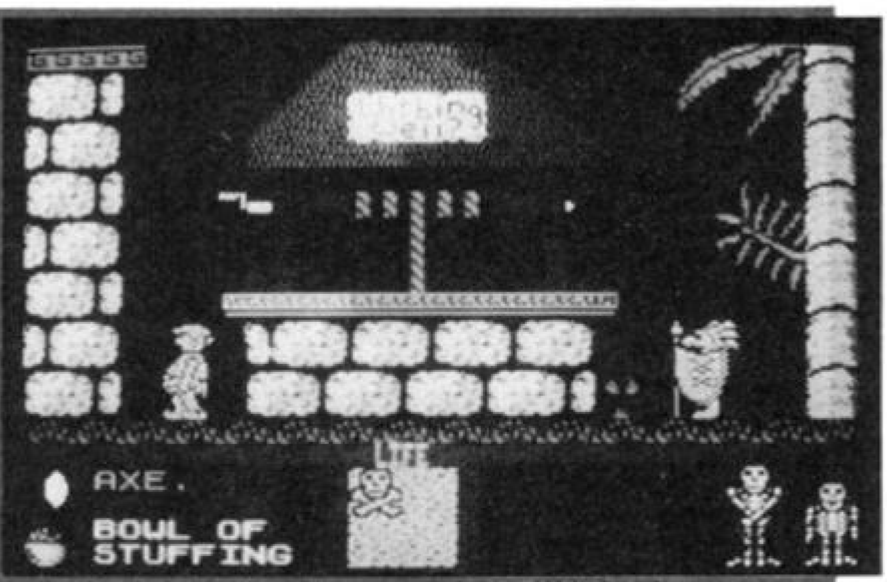
The really tricky part comes when you're forced to join battle with enemy aircraft. This is where you really need to understand the capabilities of the Harrier and the classic defence and attack techniques.

A classy, polished and highly addictive simulation, this is a game to keep.

●Graphics	9
●Sound	8
●Value	10
●Playability	10

THREE WEEKS IN PARADISE

●Machine: Spectrum
●Supplier: Mikro-Gen
●Price: £9.95



Everyone loves Wally. And when his family (Wilma and little Herbert) are kidnapped by hungry natives while the Week family are on holiday in the Scilly Isles — where else? — everyone will want to help Wally rescue them. Won't they?

Sure they will! And Wally could win over yet more fans with this graphically impressive arcade adventure. *Three Weeks in Paradise* follows closely the Wally-game tradition. Wally has to wander around the desert island finding objects, picking them up and using them to solve many taxing problems and puzzles.

Wally himself seems to have added a few extra inches to his beer-belly and wanders around just a bit more slowly — but that won't bother you as there's lots to marvel at on every screen.

Graphics are as colourful and varied as ever — they appear bigger and bolder than previous Wally epics.

The jungle is populated by many animals — including lions, crocodiles, nasty insects and deadly bats. There's also the horrible Can Nibbles tribe who kidnap Wilma and Herbert and plan to turn them into TV dinners unless Wally can come to the rescue in time.

Below the main playing screen you'll find the objects that Wally is carrying — he can hold two items at a time, the number on Wally's left — you begin with four, the nibble-status of Wilma and Herbert plus a picture which gradually forms as you play which could end up showing something horrible — or nice. Let us know which!

For the first time you are able to change Wally's colour to avoid any nasty colour clash on the really colourful screens.

The graphics are the closest to the fabled "cartoon quality" yet to be seen on the good old Spectrum. The jungle screens are really impressive.

Animation of Wally and the other characters is above standard. The tune gets a bit irritating after a while — but you can switch it off and just listen to the sound effects if you like.

●Graphics	10
●Sound	7
●Value	9
●Playability	9

BLADE RUNNER

● Machine: CBM 64
● Supplier: CRL
● Price: £8.95

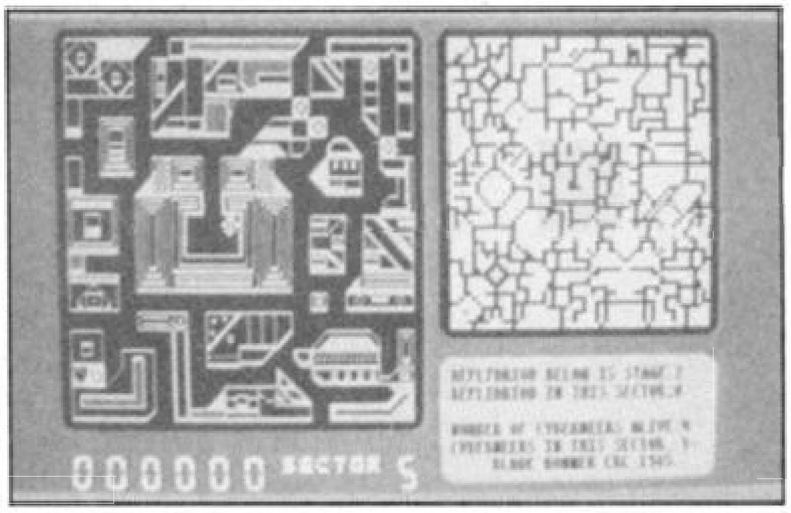
Terrific music. Shame about the game. That just about sums up CRL's brave attempt to turn the classic *Blade Runner* movie into a computer game.

Which probably explains why they call the game an "interpretation of the film score by Vangelis"!? Licence, what licence?

Anyway what you get once the game has loaded is a *Ghostbusters*-style game. The basic idea is to track down rebel replidroids in your hover-car and terminate them.

Like *Ghostbusters* you get a plan view of the city to move your bounty hunter's craft around on — except this has more than one screen area to move around on. You also see a large scale "map" for the rest of the city which indicates just where the replidroids are hiding out.

You must use the large scale map to move to the sector inhabited by a droid — represented by a flashing square — make contact with it. Then it's onto the scrolling chase scene.



Your craft lands and a large white figure gets out. That's your bounty hunter. He has to chase along the city streets packed with awkward pedestrians to gun down the droid. Running into pedestrians and killing them is a crime "pedestricide" would you believe! You'll be penalised for committing it. You have to dodge the crowds — but don't stay in the road too long otherwise you'll get run down by a speeding C5!

The graphics are pretty crude. Although the white running figures in the street section of the game are quite effective. The backgrounds in this part of the game are nice too.

Not a great follow up to the epic *Tau Ceti* for CRL and a waste of a good idea.

Maybe *Blade Runner* would work as a budget product — but at nearly £9 you can spend it wisely elsewhere.

● Graphics	6
● Sound	9
● Value	6
● Playability	6

▶CONTINUED FROM PAGE 21

● CONTINUES ON PAGE 24▶

SCALEXTRIC

- **Machine:** CBM 64
- **Supplier:** Leisure Genius
- **Price:** £9.95

I used to love playing with my Scalextric set. It's the nearest I've ever come to real motor racing. Building a track was half the fun, racing the cars the other half. But all that plastic track and little buildings took up a lot of room — and the dog was always crashing across the circuit at crucial moments.

Now, thanks to Leisure Genius, the problem is solved. They've crammed all the bits of track and a couple of cars into the C64 — with Spectrum and Amstrad versions to follow.

It's like *Pitstop II* — without the pitstops but with a track building option like Ariolasoft's *Racing Destruction Set*.

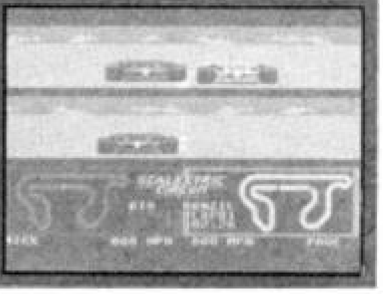
When you're racing, you get a split screen display as in *Pitstop II*. You can race against the computer or a friend. There are 17 pre-set tracks based on the Grand Prix circuits of the world. These have varying difficulty levels.

You get a "construction window", while at the top of the screen you see icons representing different bits of track available to you.

These include different straights, corners and chicanes. Different bits of track have different characteristics when you actually come to race.

Scalextric is a challenging split screen race game. One for race addicts who like building their own tracks. Better than *Racing Destruction Set* but not quite *Pitstop II* which, in our humble opinion, still holds Pole Position.

- **Graphics** 8
- **Sound** 8
- **Value** 8
- **Playability** 9



ELEKTRA GLIDE

- **Machine:** Atari/CBM 64
- **Supplier:** English Software
- **Price:** £8.95 (cass) £12.95 (disc)

If it's speed and super-sonics you want from a game then look no further. *Elektra Glide* must be the fastest game on the Atari right now — and English Software promise the same speed for the 64 version soon to be released.

Elektra is a driving game without overtaking or pitstops. It's more in the Mad Max mode. A desperate race aginst time and hazards — like spinning cubes and bouncing balls which look like refugees from *The Prisoner*. And there's a jet which drops electrostatic columns to block the road ahead of your speeding car just to add to your problems. Oh yes, there's an 80 second time limit on each sector too.

All this adds up to a fast and good looking game — one that you need to play in a dark room with your TV's volume turned up full. The sound effects and music have to be heard to be believed.

You get a driver's eye view of the road ahead — which disappears into the misty distance with some nicely drawn mountains on the horizon. There are five different zones to race across — selectable from an options screen at the start of the game. These are Scotland, England, Wales, USA and Australia. Each zone has different landscape graphics.

The scrolling is extremely fast and super smooth — matching the classic *Drop Zone* for sheer speed.

When it comes to playability the game is more for your soul than to provide an out and out arcade challenge. There's no running score totaliser, or a hi-score to measure your achievements against in the Atari version — but it will be added to the C64 game.

The jet which swoops overhead to beam down the dangerous electro-columns is an original touch. And the sound it makes as it blasts overhead is brilliant! Listen for it as you play.

Elektra Glide is superbly presented and looks extremely stylish — we rate it as the second best Atari game released this year. First? *Drop Zone* of course!

- **Graphics** 10
- **Sound** 9
- **Value** 8
- **Playability** 8

REVS

- **Machine:** C64/128
- **Supplier:** Firebird
- **Price:** £14.95 (cassette) £17.95 (disc)

Acornsoft were certainly in top gear when they produced *Revs* for the BBC Micro, which is probably the most realistic racing simulation available on any home micro.

Now Commodore 64 owners can also experience the thrill of the race and get the adrenalin running as they speed for position in the conversion by Firebird.

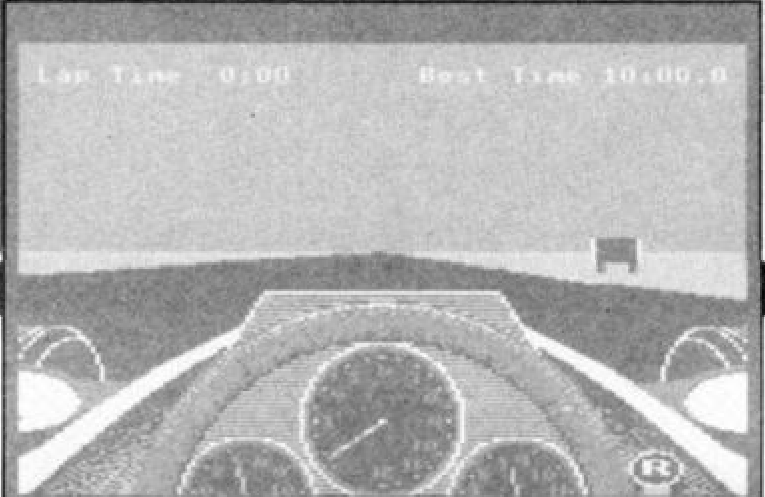
Revs gives you the chance to drive a Formula 3 machine at breakneck speed around Silverstone. Starting in practice with the wing settings angled for maximum grip, your initial test of skill is to manoeuvre through the chicane — your first corner.

This isn't as easy as it may sound, but don't despair. All it takes is practice, and you'll soon be racing through this section in fourth gear, pushing maximum speed into the home straight.

Though not truly 3D, the car graphics are excellent, changing size and detail with distance, and you'll see the other drivers, each with their own characteristics, jockeying for position in your rear view mirrors.

Revs is in a completely different league to most race games. Don't expect to lean on the joystick and attain a new lap record on your first outing.

- **Graphics** 10
- **Sound** 7
- **Value** 8
- **Playability** 9



SABRE WULF

- **Machine:** CBM 64
- **Supplier:** Ultimate/Firebird
- **Price:** £9.95

If we waited a long time for *Underwurlde* to make it onto the Commodore, then it's been an eternity waiting for the excellent *Sabre Wulf*. Again it's worth it.

The Ultimate format is very familiar by now and does not detract from the game at all. And time doesn't dull the surprise at the quality of the graphics and the immense size of the game.

The idea, once again, is to escape from the seemingly neverending jungle. On the way you must collect the four pieces of an amulet scattered throughout the game. As the pieces are collected more and more jungle beasts appear making life more than a little dangerous.

A map is essential if you are to conquer the game, otherwise you'll become hopelessly lost.

Sabre Wulf is a classic game. Buy it. Enjoy it, and tell your friends.

- **Graphics** 9
- **Sound** 8
- **Value** 9
- **Playability** 10

UNDERWURLDE

- **Machine:** CBM 64
- **Supplier:** Ultimate/Firebird
- **Price:** £9.95

When *C+VG* reviewed the Spectrum version of this Ultimate classic we noted that it had been a long time coming but was well worth waiting for. That review appeared in the January 1985 issue. One year on and the Commodore version has appeared. Was it worth the wait this time? The answer is yes.

Underwurlde is well up to the standard expected of an Ultimate game.

The look and the layout of the game is very similar to the Spectrum version. Your score is shown at the top of each screen together with how deep you are in the Underwurlde.

The idea of the game is to escape from the Underwurlde by climbing through various levels, using the objects scattered around the many screens and avoid the multitude of perils.

Underwurlde is excellent fun and great value. Firebird has done a good job with the conversion.

- **Graphics** 9
- **Sound** 8
- **Value** 9
- **Playability** 9

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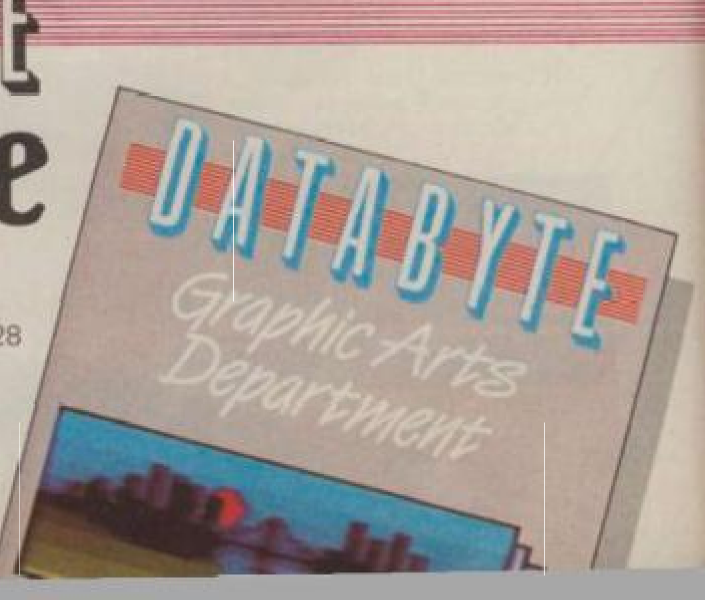

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CBM64/128

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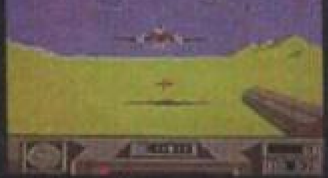
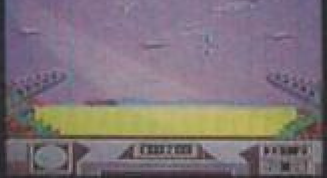


Stuka attack: Keep a close eye on your radar, an early warning will give you some chance against the enemy stuka attacks



Convoy: Protect your convoys from aerial bombardment at all costs, without their supplies your depots will fail. But in your eagerness watch out for the allied Spitfires.

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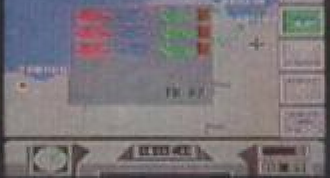
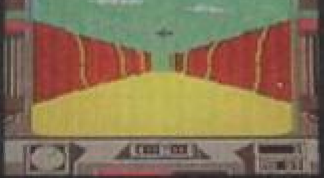


Map: Be wise in your campaign strategy, protect those depots in danger from enemy forces, rally your firepower to it's most destructive effect.



Ambush: The valley is infested with enemy forces but no matter reach the other side you must. Good luck and happy shooting.

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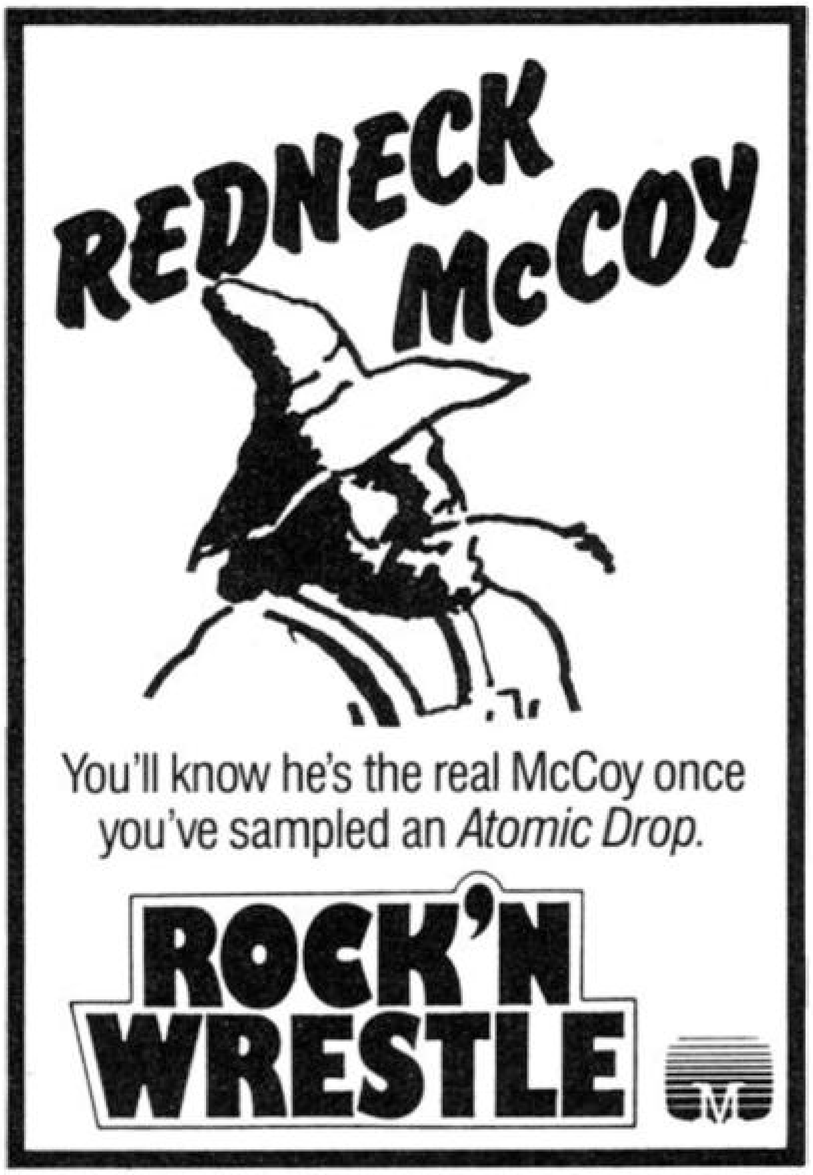

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ROLLER COASTER

- **Machine:** Spectrum/Amstrad/ CBM 64
- **Supplier:** Elite
- **Price:** £6.95 (Spec) £7.95 (CBM 64) £8.95 (Amstrad)

Roll up, roll up! Take your places please for a fun packed journey around a theme park. Ride the weird ghost train, speed down the water-chute in a hollowed out log, brave the dangers of the big wheel — and finally try out the stomach churning Roller Coaster itself!

Now, here's a new twist on the platform format. All the rides work as they would in real life.

The object of the game is to explore the fairground and discover bags of gold which are dotted around on the many rides. You may have to risk life and limb to get them.

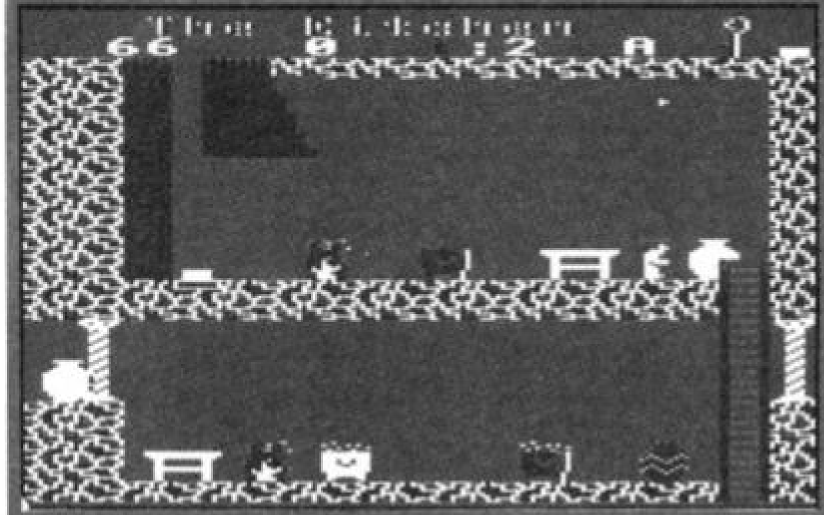
You begin the game with five lives — you lose a life if you fall off something, get hit by something or simply run out of "lifeforce".

The graphics are extremely colourful — similar to *Monty* and *JSW* but with extra added pizazz! Sixty screens worth of pizazz to be exact.

Ride the *Roller Coaster* just once and you won't want to get off for a long, long time.

Graphics	8
Sound	7
Value	9
Playability	9

CITADEL



- **Machine:** BBC/Electron
- **Supplier:** Superior Software
- **Price:** £9.95 (tape) £11.95 (disc)

Calling any game "The best Arcade Adventure ever" isn't very sensible. For one reason something just a little better will appear eventually, and more importantly, it sounds incredibly false!

Superior have, until now, concentrated on getting programs onto the market in quantity. Now, thankfully, they have adopted a more agreeable attitude. If they want to be considered as a quality software house, *Citadel* will help a good deal.

On running the program, a pleasant enough title page appears. It is, in fact, one of the best I've seen on the Beeb. "Citadel, Citadel, Citadel," growls the BBC. Gosh! Speech too! Well, no. Not really. After announcing itself in rather tinny tones, the speech clams up.

The game contains 100 screens, all in colour. The idea is to beam yourself to an alien planet, grab a figurine, get back to the teleport, and smash it all to bits; thus avoiding the alien invasion and saving the world. Simple, eh?

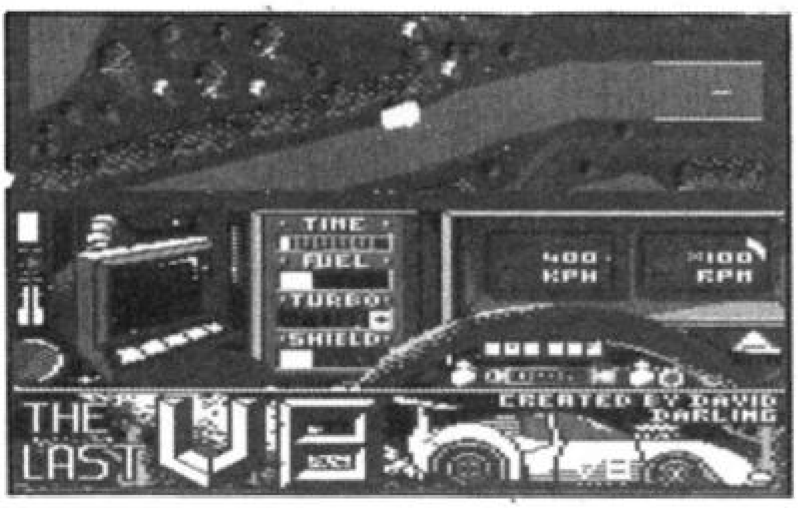
Game play is fast and exciting, with trampolines, rope swings, platforms and elevators to walk over. Death manifests itself in the form of monks, stardust, cannonballs, thorns, big square things, big flashing square things, spotted things on spindly green legs and a few others besides.

Superior have backed the game with yet another competition. The first person to complete the game gets a cool 200 greenbacks and a plaque. Also, three crowns have been hidden in hard-to-reach locations. The first person to tell Superior where two of the three can be found gets £100.

Citadel is fun to play, and allows extensive exploration without having to complete a sticky problem to reach the next screen. It represents good value for money, even if you don't win the competition!

Graphics	8
Sound	8
Value	7
Playability	10

THE LAST V8



- **Machine:** CBM 64
- **Supplier:** Mastertronic
- **Price:** £2.95

Great sound — shame about the game! This release in Mastertronic's new M.A.D. range features some absolutely brilliant sounds from ace composer Rob Hubbard and some pretty graphics from programmer Dave Darling. But game play doesn't match up to the frills.

The basic theme of the game is this. The year is 2008, the world has suffered a global nuclear war and a global nuclear winter. You survived both as you were working on a secret project deep within a bunker — that special project was *The Last V8*. This is a real super-car, shielded from radiation, computerised and powerful.

And you are going to use it to attempt to contact the remnants of mankind left on earth after the holocaust. But there is still danger on the surface. Unexploded nuke-warheads which detonate from time to time. Fortunately your car warns you of an imminent blast and you must dash for safety inside a shielded bunker before it goes off. You have to dash from shelter to shelter in a bid to discover the survivors.

Your V8 is difficult to control. You'll find yourself skidding off the road and into the landscape at every available opportunity when you first load the game. Practice might just make you a better driver — should you wish to persevere with the game. . .

The roads you must travel twist and turn with alarming regularity — but there are some short cuts — across the nicely drawn landscape.

The voice synthesis feature at the start of each game is simply annoying after a couple of listens! And you can't turn it off. . .

V8 is a nicely presented program — but without much substance.

Graphics	9
Sound	9
Value	9
Playability	5

- **Machine:** CBM 64
- **Supplier:** Ultimate
- **Price:** £9.95

What's this? Ultimate meets Jeff Minter? Something must be wrong here. The latest Ultimate release isn't an arcade adventure — it's an out and out shoot 'em up.

In a big departure from their normal style, Ultimate has sprung a surprise on their public with *Imhotep*.

Several people played this game for several hours just to discover if there was more to it than blasting your way across an Egyptian landscape *Defender* style. But, surprisingly, that seems to be it.

The game is packaged in the normal Ultimate style leading you to believe that it's a regular adventure — but it isn't.

The theme — described in Ultimate's normal mysterious style — is this. Zoser, Pharoah of all Egypt, is having a tough time. His lands are drying up and the peasants are revolting. Zoser turns to Imhotep the Wise for help in ending the famine.

Imhotep starts out on a quest to find Thoth the only person who can end the drought which is causing the famine.

He begins by flying on a mystic bird armed with mystic power-bolts which he must use

▶CONTINUED FROM PAGE 24

GEOFF CAPES STRONGMAN

- **Machine:** Amstrad
- **Supplier:** Martech
- **Price:** £8.95

What are you — man or mouse? That's the opening challenge from Martech. Well, next to Geoff Capes that's not an easy thing to answer.

Anyway, generally squeaking, we're a tough, rough lot at *C+VG*, ready to rise to any challenge.

Geoff Capes Strongman is a simulation game with an added dimension. Instead of just undertaking the various tasks, you also have to train for them.

Poor old Geoff's body has been split into eight bits, represented by "muscle icons". Only his head is missing. Is that significant, we wonder? Brawn without brain?

Each muscle contains a gauge to show how fit it is and how much energy is available. Different events require different muscles so while training for the six events you must prepare the right muscles.

If during any of the events the energy gauge hit zero, Geoff collapses.

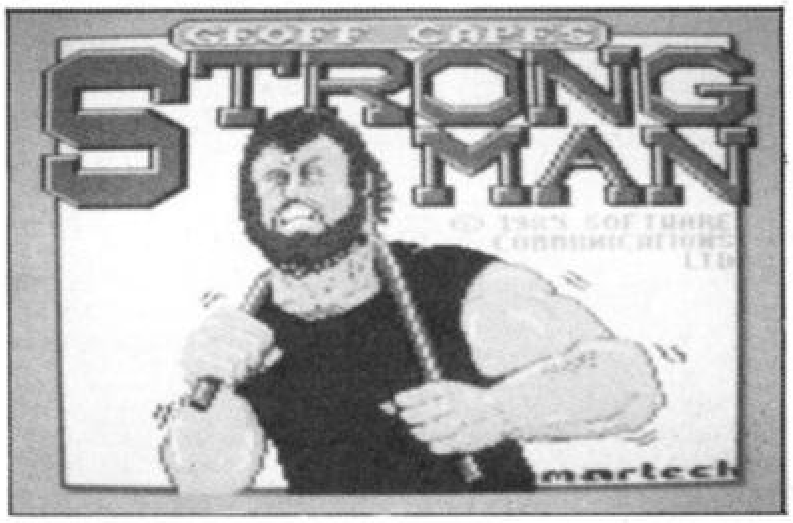
The six events Geoff must compete in to win the Strongman title are the truck pull, log chop, barrel loading, car roll, fairground bell and sumo wrestling.

Between each event there is a short rest period which you can re-distribute remaining muscle energy.

Geoff Capes Strongman is a good simulation, lifted above many of its rivals by the need to actually think about the strategy behind the play. Good fun.

The game is also available on Spectrum, CBM 64, BBC B, Electron, MSX and Atari.

● **Graphics**	8
● **Sound**	7
● **Value**	8
● **Playability**	8



ACE

- **Machine:** CBM 64
- **Supplier:** Cascade Games
- **Price:** £9.95

There are flight simulations and there are flight simulations. And then there's *Ace*.

Digital Integration's *Fighter Pilot* has been widely acknowledged as the best of the bunch but that accolade must now go to *Ace*.

Not that there is anything stunningly new about the game, it's just incredibly well presented.

There is a wide choice of battle conditions. Combat can take place during the day or night, winter or summer.

Using a map to locate the enemy, you can chase and engage them on land, in the air or at sea.

The screen layout is fairly clear and easy to understand. The top half is taken up with the view from the cockpit, the bottom half with instruments.

Congratulations to Cascade on a good game.

● **Graphics**	8
● **Sound**	8
● **Value**	9
● **Playability**	9

to blast other flying enemies riding on what look like broomsticks. But maybe they are mystic birds too.

Other hazards include catapults which fire stones at you. It appears these stones can hit you anywhere — despite the fact that they appear in the distance and grow larger. Small or big, if you're in front of them when they appear, you lose a life.

As you progress through the game you come up against other hurtling hazards — which all serve to make your life as Imhotep that much harder.

You have to amass 10,000 points with just five lives — to move from level two — where the game always seems to start for some reason.

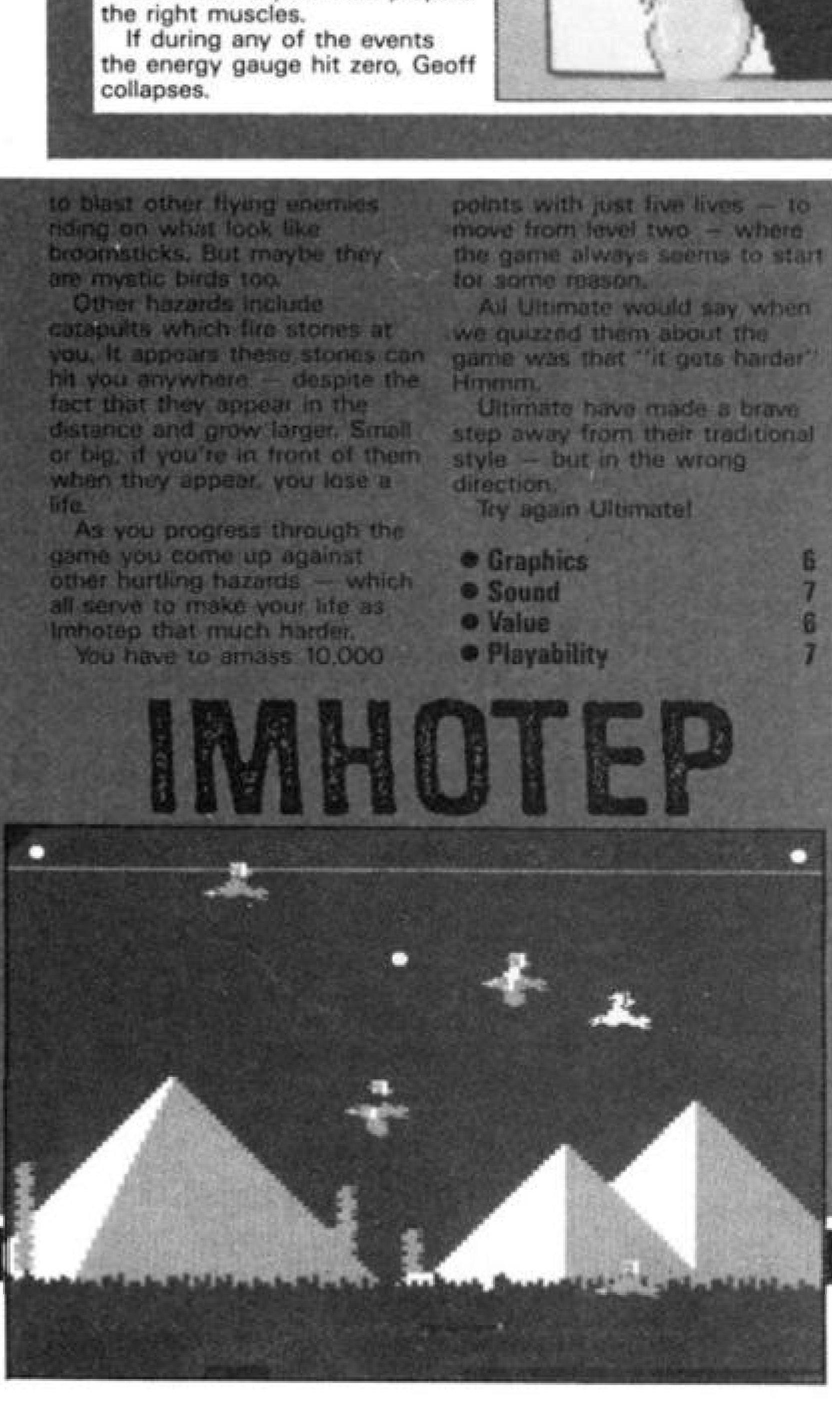
All Ultimate would say when we quizzed them about the game was that "it gets harder". Hmmm.

Ultimate have made a brave step away from their traditional style — but in the wrong direction.

Try again Ultimate!

● **Graphics**	6
● **Sound**	7
● **Value**	6
● **Playability**	7

IMHOTEP



Z

- **Machine:** CBM 64
- **Supplier:** Rhino
- **Price:** £9.95

There's always room for another good shoot 'em up and *Z* — pronounced Zee — is just that.

The idea of the game is pretty simple. Blast all the aliens, capture energy bombs, zap force barriers surrounding the Transporter Units until you've got a big enough hole to guide your ship through and warp to the next sector where it all begins again.

The game takes place on a planet with a computer controlled defence system. The system has malfunctioned and now the computer can't tell the difference between friend or foe — so it attacks everyone!

Only a starfighter as experienced as Z — that's you — can destroy the system before things really get out of control.

The game features multi-directional wrap around scrolling screens with some stylish arcade game style backgrounds. Some sectors have a lunar backdrop, others a *Paradroid* style cityscape. Defence ships come in many different forms and are all extremely deadly.

Some craft, like the Big Mothers you'll find on level three, need to be hit several times before they disintegrate. The Control Ship at the end of each game has to be blasted by energy bombs — five in all — before it can be destroyed.

The energy bombs are carried by special craft which you have to blast to release the bomb capsule. Chase the capsule to pick up the bomb.

The ship features inertial control — which means you have to be nifty to fly it and win. It has twin laser cannon which make blasting a bit easier and a central bomb chute to launch those energy bombs.

Z comes from Chris Butler, the programmer who brought you *Hypercircuit* which became something of a cult game among 64 owners. *Z* should do just the same. It's fast, furious and lots of fun.

Don't miss this extremely attractive, truly addictive zap-to-kill extravaganza.

● **Graphics**	9
● **Sound**	8
● **Value**	8
● **Playability**	9

● CONTINUES ON PAGE 32 ▶

ENDURANCE RACING

Machine: Spectrum
Supplier: CRL
Price: £7.95

From the programmers who brought you CRL's popular *Formula One* team-manager simulation comes *Endurance Racing* — which does the same thing for long distance motorcycling racing.

You have to look after a team or teams of racing bikes out to win the World Endurance Racing Championship. You control the preparation of the team, the selection of riders, the turning of the machines — and must also oversee the pit work for the team during these all important championship races.

Endurance motorcycle racing is a team effort. Success depends as much on the maintenance of the bikes during many pit stops as on racing ability of riders.

A crash may not be terminal. If your rider can ride or push the bike back to the pits, repairs can be carried out and lost time made up.

Authentic team names and riders are already stored in the computer but these can be changed. You can customise you own team, selecting your team name, bike type, colour, numbers and rider names.

Each bike must be prepared for the race. The engine or chassis characteristics are adjustable and you must make your own decisions in line with the level of play. A bar-graph will increase showing an increase of power, m.p.g. etc.

Throughout the race the first six bikes are displayed on the score-board and the order of the first sixteen bikes are shown from left to right in front of the grandstand.

The team name of the leader and distance he had covered are also displayed. If your bike number turns red it shows that something is wrong.

During the race, instruction can be given to your riders by pressing the select keys and entering the bike number. All riders start off riding normally but they can be instructed to take things easy, if protecting a good lead or ride as fast as possible.

● **Graphics**	7
● **Sound**	5
● **Value**	8
● **Playability**	8

VECTRON

- **Machine:** Spectrum
- **Supplier:** Insight
- **Price:** £7.95

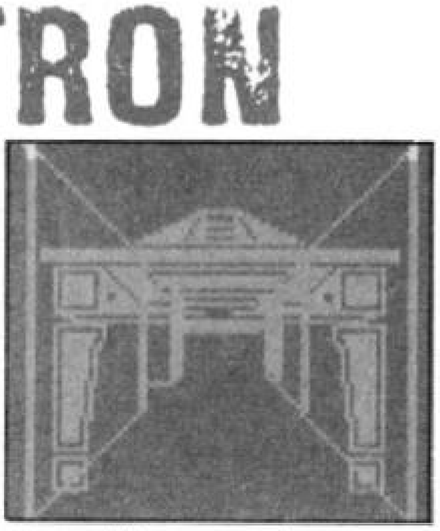
Hang on a minute! Everything's moving too fast! Just let me catch my breath a second and I might be able to write this review . . .

This is the second game we've seen which is based around themes from that terrific Disney movie *Tron*.

You and your Spectrum have been transported to a maze like complex where lurks the deadly ROM Robot. You must find your way around the matrix, zapping tanks and randomisers — those awesome two-legged spacecraft featured in the Tron movie — in order to find your way to the Central Complex and the ROM Robot.

The many corridors of the complex will have you baffled unless you call up the map which overlays the main playing screen. So if you're REALLY clever you can leave the map up and see what's going on outside. Not really advisable for beginners however as you'll find the game SO fast that you're going to need your wits about you.

At first you'll find yourself bouncing off the walls and attempting to make fast turns. Practice makes perfect — but



then you'll have to work out how to take out the tanks and Randomisers.

Fortunately the loading sequence includes scrolling instructions — the bad news is that you can't call up these instructions during play.

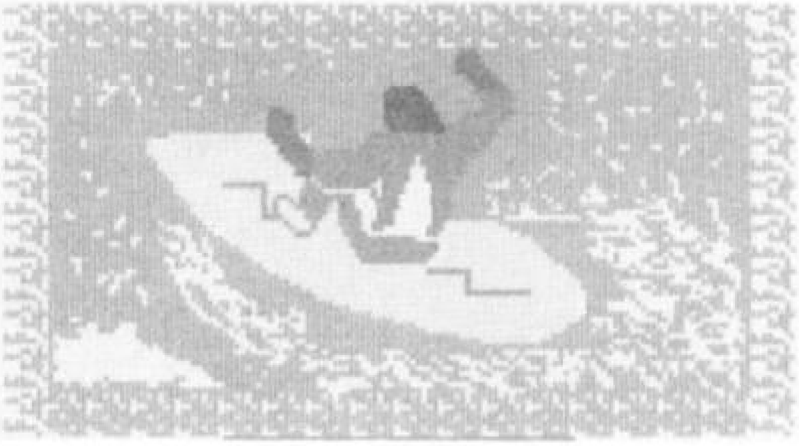
The sound — especially the opening theme — is great.

The graphics are a mixture of vector and solids. The tanks and Randomisers are drawn as solid looking craft.

The best way to take out the Randomisers is by blasting one of their legs off causing them to spin and smash into the sides of the maze.

● **Graphics**	7
● **Sound**	8
● **Value**	6
● **Playability**	6

SURF CHAMP



- **Machine:** Spectrum
- **Supplier:** New Concepts
- **Price:** £11.95

Irish software house New Concepts are out to make waves with *Surf Champ* and its revolutionary surfboard-shaped keyboard overlay.

By applying pressure to the surfboard, which sits on the Spectrum's G key, real-life surfing moves can be performed. New Concepts say this is the ultimate sports simulation.

Before being able to ride the waves, the player must make a number of decisions. Surfing gear must be selected and this depends on age, sex, and weight. Board length and weight must also be selected.

Once these selections have been made, it's time to head out to the waves. The screen then changes to a view of the sea from the beach. The surfer must paddle out into the sea, ducking and dipping under the waves to a chosen point.

Once the best wave has been selected, the player hits a key, the screen changes to a close up view of the surfer on the wave.

Using the miniature surfboard is very frustrating to begin with, but with practice it becomes easier.

Graphically the game is a little crude, but if you fancy a unique challenge then you'll get a square deal surf from *Surf Champ*.

● **Graphics**	7
● **Sound**	6
● **Value**	7
● **Playability**	8

VIDEO DARTS

- **Machine:** CBM 64
- **Supplier:** Zion Systems
- **Price:** £7.95

Video Darts is about as exciting as a stale pint of beer with a stubbed out cigarette floating in it. It has absolutely nothing to recommend it at all. A sad thing to say, but true.

The game of darts itself — played either against the computer or another player — is spectacularly unexciting. Consistent scores of 180 are easily obtained therefore removing the slightest challenge from the game.

The graphics, considering the superb animation now available on other Commodore games, are extraordinarily crude — a standard equally matched by the packaging.

The music, a grating rendition of Roll Out the Barrel.

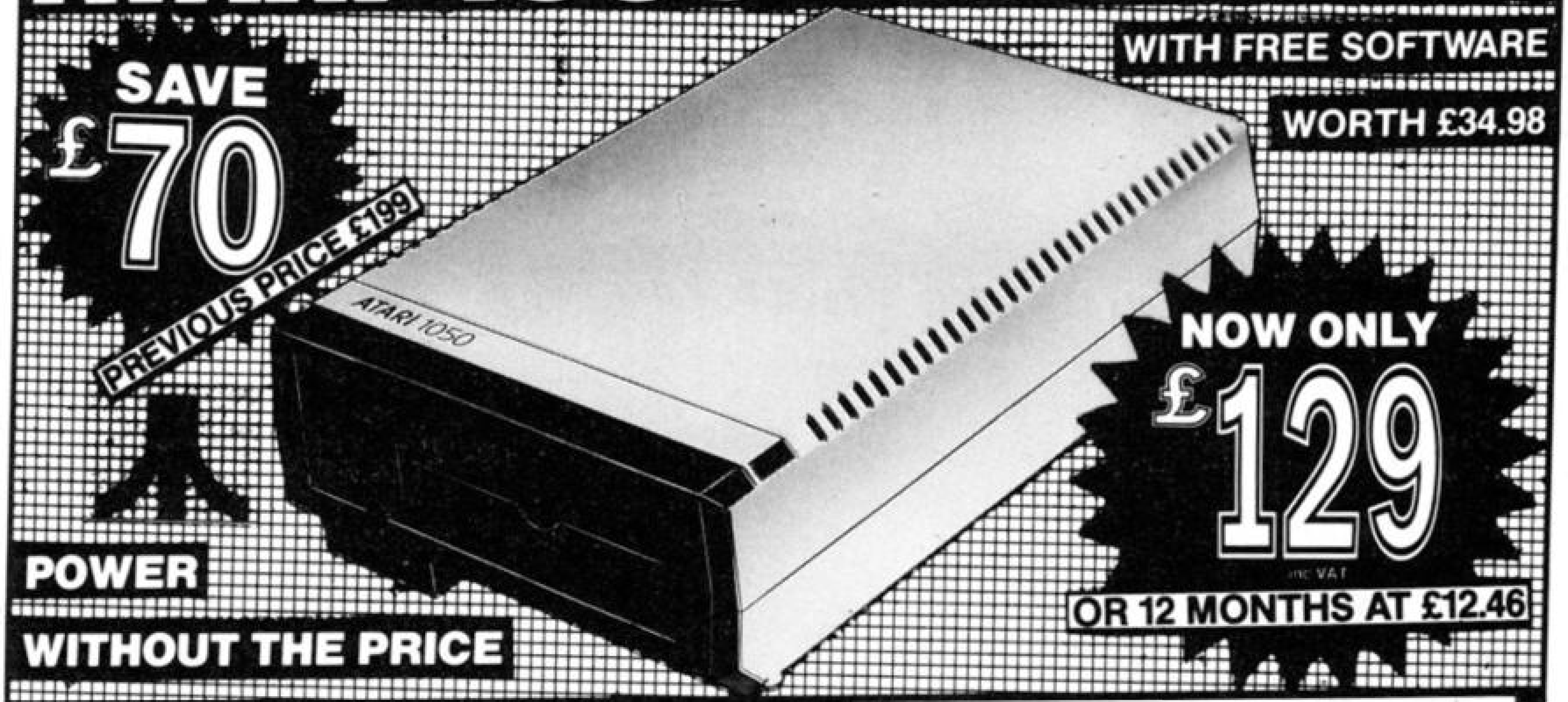
But the real killer is the price — £7.95. Can Zion be serious?

● **Graphics**	3
● **Sound**	3
● **Value**	3
● **Playability**	3

▶CONTINUED FROM PAGE 31

● CONTINUES ON PAGE 35▶

ATARI 1050 DISK DRIVE



NEWS FOR ATARI 8-BIT COMPUTER OWNERS

Silica Shop, the UK's leading Atari specialists, based in Sidcup Kent have announced a massive drop in the price of the Atari 1050 Disk Drive. The 1050 is compatible for use with the Atari 400/800 and XL/XE computers and allows access to a range of over 450 disk-based software titles. The 1050 comes with DOS 2.5, and can also be used with other Atari Disk Operating Systems, making it compatible with the complete range of Atari Corp and Third Party software for Atari 8-bit computers. The addition of a disk drive is a great enhancement to any computer system, increasing storage facilities and cutting information access time to seconds instead of the minutes taken by the 410 or 1010 data recorders. Many professional/business programs are only available on disk and not cassette. Until now, only a small proportion of Atari Computer owners have been able to benefit from the power and speed of the 1050. Now Silica are pleased to be able to offer the 1050 at a new low price of only £129 including VAT and FREE delivery. We also offer credit facilities allowing Atari owners to purchase it over 12 months for only £12.46 per month. The total purchase price over 12 months, with interest at a flat rate of only 16%, is only 12×£12.46=£149.52 (APR 32.3%). There has never been a better time for Atari owners to buy a Disk Drive!

SUPERB TECHNICAL SPECIFICATIONS

The 1050 is a dual density disk drive. This refers to the amount of information that can be stored on a single side of a disk. Three things determine the density of a particular disk format: The number of bytes in each sector, the number of sectors per track and the number of tracks per disk. Single Density formats give eighteen 128 byte sectors on each of their 40 tracks, thus giving a total capacity of 18×128×40 or 92,160 bytes. Double Density formats give sectors that are twice as large as the single density sectors and are capable of holding 256 bytes on each sector. This yields a capacity of 184 kilobytes per disk. There is also a third format, Dual Density which is the one used by Atari's new 1050 Disk Drive with DOS 3 and DOS 2.5. It has 26 of the 128 byte sectors on each of its 40 tracks, giving a total capacity of 133 kilobytes, which after formatting comes down to 127K. The 1050 is capable of running disks formatted in either single or dual density and can run either DOS 2, DOS 2.5, or DOS 3, this makes the machine completely compatible with all of the previous old style software. The 1050 is compatible with the 400/800 and the new XL/XE series of Atari computers. However, if you run a 400 or 800 you would need to already have at least 32K RAM of memory in your computer. The 1050 has a built-in 6507 micro processor and an onboard ROM operating system for automatic standby capability. It has automatic switching from single to enhanced density modes. It has a 'Disk Busy' indicator and up to 4 disk drives can be controlled at once. Included with the Disk Drive is the Owner's Manual, the DOS 2.5 Master Diskette, Reference Manual, I/O Data cable and Mains Adaptor. The 1050 disk drive comes with everything you need to plug it in and use it immediately.

FREE SOFTWARE

The new price for the 1050 disk Drive is not the only good news for Atari Owners. The Disk Drive now comes with three FREE software titles, in addition to the DOS 2.5 Disk and Manual. The first of these is The Payoff on disk, a new adventure game in which you play the leading role. On the reverse side of this disk is a demonstration program showing Atari's amazing sound and graphics. Also included is Home Filing Manager which will help you organise your files. It allows you to catalogue and file details of books, birthdays, your stamp collection or anything else which would normally require you to use filing cards. The software which comes free with the Disk Drive carries a normal retail price of £34.98 and is as follows:

HOME FILING MANAGER	£24.99
THE PAY OFF ADVENTURE	£9.99
DOS 2.5 DISK & MANUAL	FREE
SOUND & GRAPHICS DEMO	FREE
Normal cost of FREE software	£34.98

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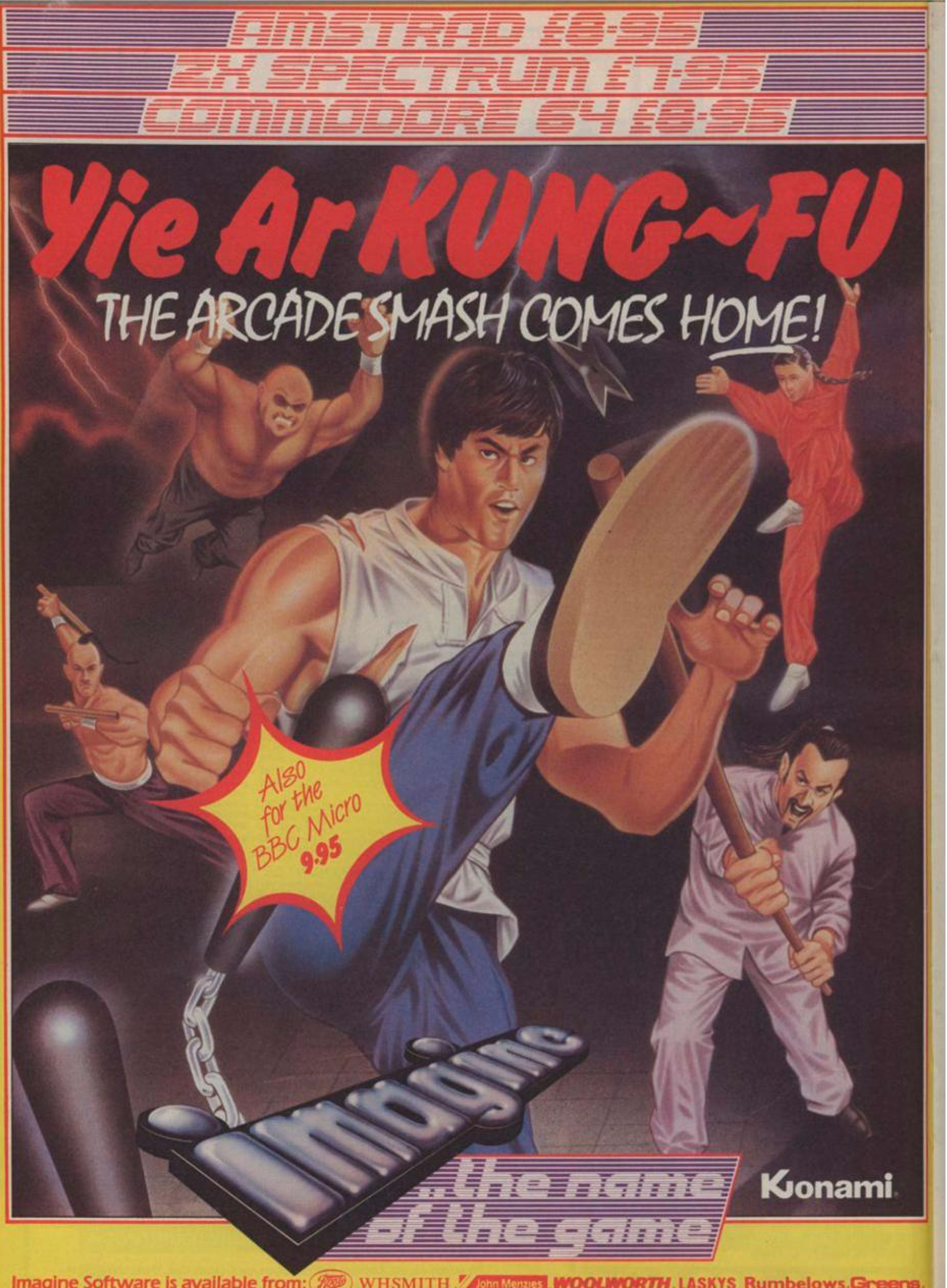

Imagine Software is available from: Boots, WHSMITH, John Menzies, WOOLWORTH, LASKYS, Rumbelows, Greens, Spectrum Shops and all good dealers.

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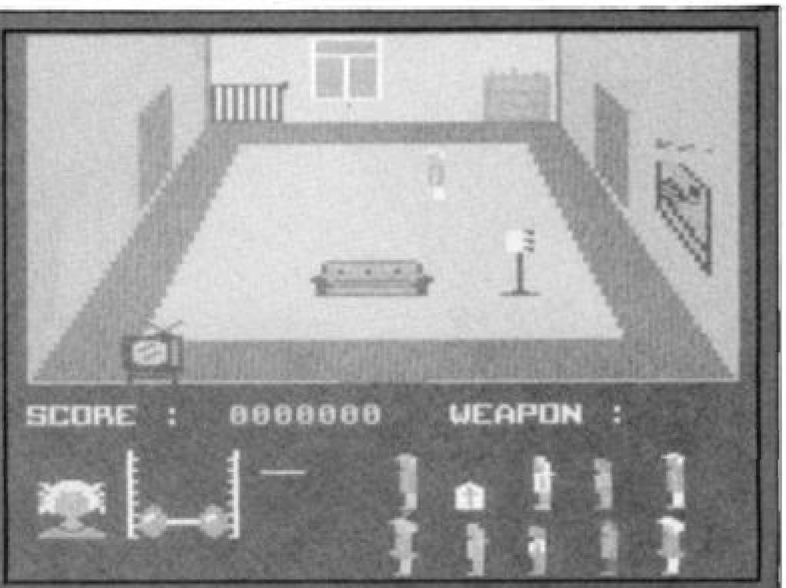
FRIDAY THE 13TH



- **Machine:** CBM 64, Spectrum, Amstrad
- **Supplier:** Domark
- **Price:** £8.95

We're not trying to shock, protests Domark at suggestions of bad taste surrounding the advertising of *Friday the 13th,* just trying to get attention.

Really? Their advert, featuring an ice hockey mask in a pool of blood with a knife thrust through the eye socket, certainly works on both counts.

EMAP, publishers of *C+VG,* originally had doubts whether to publish the ad. Menzies, the newsagent chain, even insisted the cover art work be changed before it would be displayed.

Of course, Domark, while appearing suitably shocked, love the fuss. It's great publicity. A game based on the exploits of a psychopathic killer who hacked, slashed and stabbed himself into film notoriety, is bound to attract the odd criticism. And well they know it.

But what has this to do with the game? Not a lot, actually. The packaging and publicity may be sickeningly bloody and gory, but the game isn't.

Blood-curdling screams — at least on the Commodore version — are as bad as it gets

Jason — such a nice name for such a fiendish killer — is wreaking havoc at Crystal Lake holiday camp where you have arrived on holiday.

He appears to be just one of the normal holidaymakers at the camp — until he attacks you/or the others with an axe. You have to find a safe sanctuary where Jason cannot go and then persuade the other holidaymakers to join you or kill him.

Weapons are scattered throughout the game which you can use in a bid to destroy Jason.

Most of the screen is taken up with a 3D scrolling view of the holiday camp, covering rooms, walls, fences etc.

Your panic rating — and Jason always attacks the person with the highest rating — is shown by the height of hair on the character's head at the bottom left-hand corner of the screen. Strength is indicated by a dumbell.

The other characters at the camp are shown in the bottom right corner. If Jason or you kill one of them they are replaced by a tombstone.

The mask shows how close you are to going mad and, therefore, the amount of time you have left before the game is over.

The graphics on *Friday the 13th* are surprisingly crude and chunky on the Commodore version. The character you control also makes a noise like a machine gun when he walks. Quite why, we can't work out.

Friday the 13th is not a computer "nasty" and contains no more violence than most other computer games. If that disappoints you, Domark have thoughtfully provided two foaming blood capsules for you to chew and spit blood at the computer.

Such are the marketing skills of the Domark team that *Friday the 13th* will be successful.

● **Graphics**	**6**
● **Sound**	**8**
● **Value**	**7**
● **Playability**	**7**

THINK!

BLITZ GAME

- **Machine:** Spectrum
- **Supplier:** Ariolasoft
- **Price:** £7.95

Think! I thought. I moved. I lost. But was I disappointed? Not one jot.

Ariolasoft, mainly known for their imports of American software, has come up with a gem of a game with *Think!* And it's British, designed by the brains at Tigress Marketing.

Think! contains that all too rarely found quality: a new and simple idea cleverly executed.

Basically, *Think!* is a board game on computer, easy to learn, difficult to master. All you have to do is get four of your counters in a row on a six by six grid. You play against a friend or the computer, making alternate moves. The winning lines can be vertical, horizontal or diagonal.

The counters can only be moved onto the grid from the bottom or right edge of the board. When a new counter is introduced into the grid everything in that line or column is moved along — including the spaces. Get the idea?

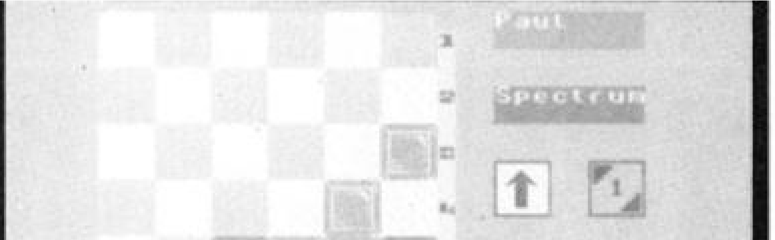
One clever — or false move — can change the whole complexion of the game. A seemingly certain victory can become defeat.

There are seven levels of difficulty, hint facilities, different speed games and set problems to solve.

Think! is instantly playable, brilliantly simple and lastingly addictive. We think it's a winner.

The scores for graphics and sound are not really relevant as they are not vital to the game.

● **Graphics**	**8**
● **Sound**	**8**
● **Value**	**10**
● **Playability**	**10**



AXIS ASSASSIN

- **Machine:** CBM 64/Atari
- **Supplier:** Ariolasoft
- **Price:** £7.95 cassette/£9.95 disk on CBM/£9.95 Atari Disk

At first sight *Axis Assassin* is an interesting game but somehow it never quite satisfies its promise.

The battle against the Master Arachnid and his multi-legged marauders ranges over a choice of 20 grids and five zones. All you have to defend yourself are three Axis Assassins, armed with unlimited fire power and pulse bombs.

The game starts as spiders spin webs across the grids. Then the Master Arachnid releases his army of hunters, drones, spores and exterminators.

Your Axis Assassin can move up, down and across the grid, trying to destroy everything before they get you.

Summing up, there's nothing really wrong with *Axis Assassin* but there's no real reason why anybody should make time to play it.

● **Graphics**	**7**
● **Sound**	**6**
● **Value**	**7**
● **Playability**	**6**

▶CONTINUED FROM PAGE 32

● ENDS ◀

DYNAMITE!

Ivan the Crusader's epic quest to end Rasputin's evil reign puts this isometric multi room arcade adventure in a world of its own.

The evil Orcs ravage the land of Belorn – you control the only characters who can save it. Stunning landscapes plus intriguing adventure in 'Venturescope'.

Crazy multi-screen adventure – failed Germ Gerry proves his worth by laying waste to his victim's body – until he reaches the heart...

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GYROSCOPE COMPETITION

Okay, so you think you're good. Quick thinking, fast reactions, a master of joystick gyrating. The perfect computer gamester, infact. Well we're giving you a chance to put those skills to the test. We've got 50 copies of Gyroscope from Melbourne House up for grabs as prizes in another great *C+VG* competition which will put you into a spin.

A gyroscope — it looks like a little spinning top — is a disc or wheel mounted to that it is able to rotate about any axis. When spinning and left undisturbed it will maintain its direction in space independently of its relation to the earth. So much for the science and onto the game.

In the game you control the gyroscope down five different courses, avoiding aliens, magnets, negotiating narrow ledges and avoiding pits. Difficult and demanding, we think you'll love Gyroscope.

So here's how you can win the game, which is available for the Commodore, Spectrum, Amstrad and BBC B.

Hidden in the word square below are the names of five Melbourne House games. Find them and send your answers to *C+VG*.

A	A	B	D	R	C	A	D	V	U	T	S	E	L	M
L	G	Y	R	O	S	C	O	P	E	R	Q	K	M	N
O	B	C	C	C	B	D	E	F	G	H	J	G	H	Q
R	L	B	D	K	C	J	W	I	J	I	K	P	P	R
D	A	Y	Z	N	S	T	E	E	K	F	G	H	I	J
O	U	V	W	W	H	A	M	T	H	E	I	U	K	E
F	T	H	E	R	I	N	G	S	K	L	M	L	O	B
X	W	F	Z	E	I	H	F	P	Q	R	I	M	O	O
X	E	W	Y	S	X	G	G	H	F	J	N	N	O	X
F	I	G	H	T	I	N	G	W	A	R	R	I	O	R
A	U	Z	P	L	D	S	T	U	K	L	Z	P	O	Y
T	V	B	C	E	F	S	V	R	O	Q	M	N	W	X

C+VG/MELBOURNE HOUSE GYROSCOPE COMPETITION

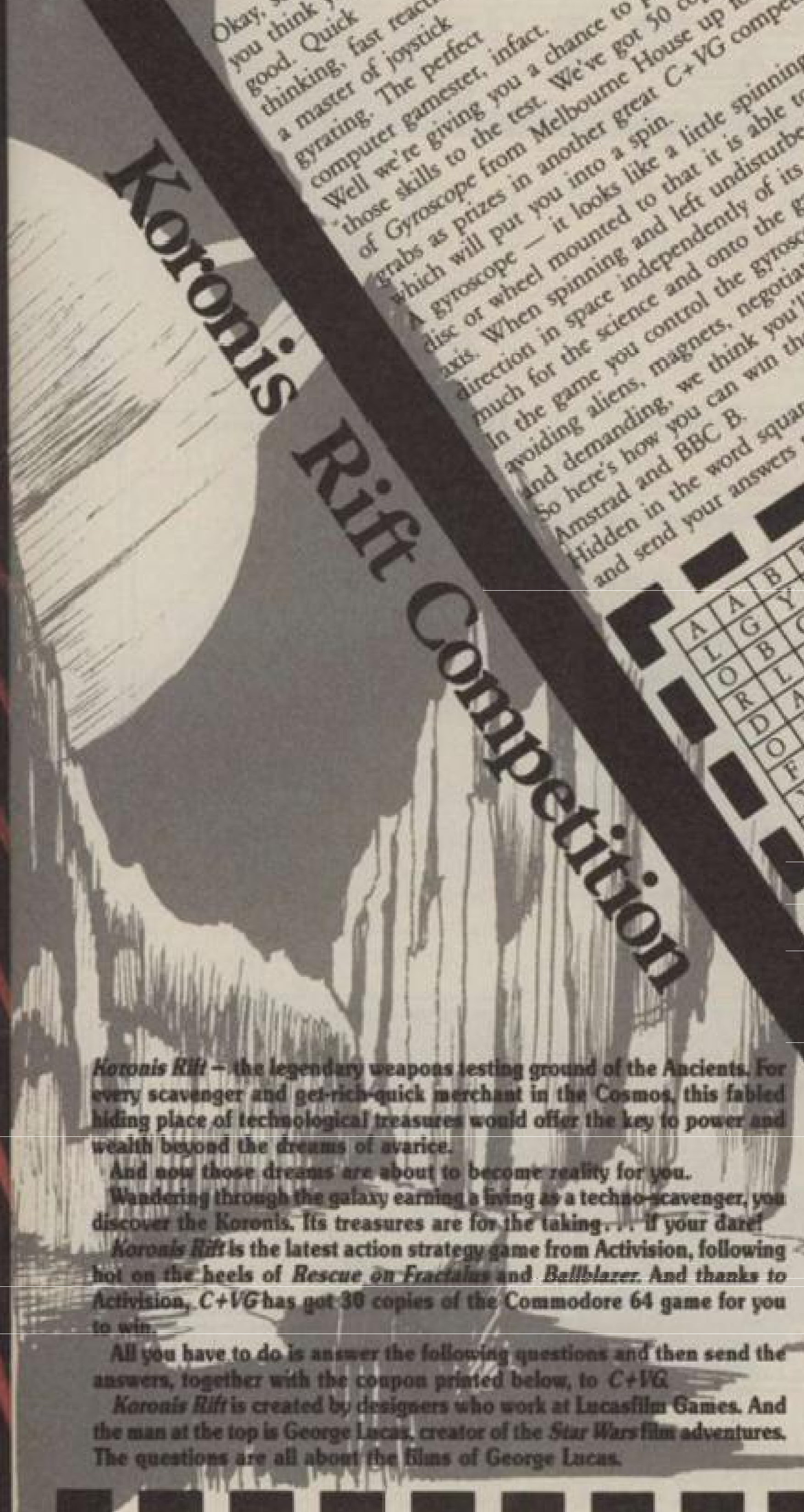
Name ______________________________

Address ______________________________

Please tick the correct box for your computer.
CBM 64 ☐ Spectrum ☐ Amstrad ☐ BBC ☐

Send your answers to *Computer and Video Games*, Gyroscope Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is the 16th February and the editor's decision is final.

Koronis Rift Competition



Koronis Rift **– the legendary weapons testing ground of the Ancients. For every scavenger and get-rich-quick merchant in the Cosmos, this fabled hiding place of technological treasures would offer the key to power and wealth beyond the dreams of avarice.**

And now those dreams are about to become reality for you.

Wandering through the galaxy earning a living as a techno-scavenger, you discover the Koronis. Its treasures are for the taking . . . if your dare!

Koronis Rift **is the latest action strategy game from Activision, following hot on the heels of** ***Rescue on Fractalus*** **and** ***Ballblazer.*** **And thanks to Activision,** ***C+VG*** **has got 30 copies of the Commodore 64 game for you to win.**

All you have to do is answer the following questions and then send the answers, together with the coupon printed below, to ***C+VG.***

Koronis Rift **is created by designers who work at Lucasfilm Games. And the man at the top is George Lucas, creator of the** ***Star Wars*** **film adventures. The questions are all about the films of George Lucas.**

1) Name the two other films in the ***Star Wars*** **trilogy** ______________________________

____

2) The evil Darth Vader was played by an actor who also plays the road safety hero, the Green Cross Man. What is his name? ______________

3) George Lucas and a Hollywood director combined their talents to produce a hugely successful action adventure film starring Harrison Ford. What was the film called? ______________________________

____

C+VG**/ACTIVISION KORONIS RIFT COMPETITION**

Name.. **Address**..

....

Send your answers to ***C+VG,*** **Koronis Rift Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is the 16th February and the editor's decision is final.**

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Where you modify existing art from the Library or your own collection, or create your own. All the graphics in the Library were created here.

COPYDESK
Input your text here, using either the program's word processor or existing View or Wordwise files, and watch it wrap automatically round your graphics. Use different fonts, too.

PAGE MAKE-UP
Define the format for your page and construct it from the catalogue of panels you've built up. Some panels are provided ready-made for you to experiment with.

PREVIEW AND PRINT
Preview a reduced representation of your completed page on screen, approve it, and send it to your printer using one of the built-in printer-drivers – you can write your own, too.

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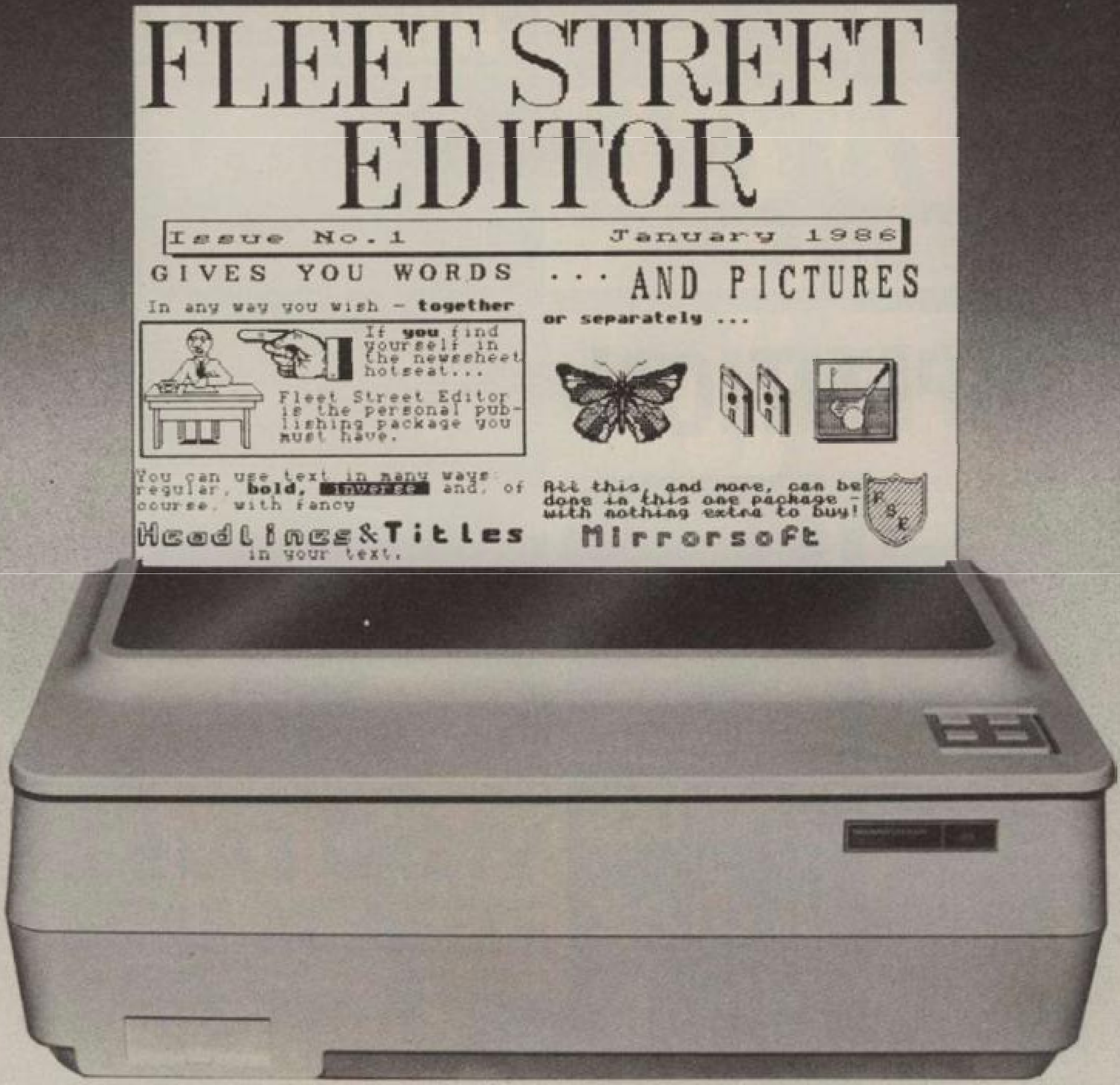
Set up the program to suit your system configuration, format disks, integrate graphics from most Mode 4 programs, and further manipulate Fleet Street Editor files.



FLEET STREET EDITOR

Issue No.1 January 1986

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Publication: January 23rd 1986

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- ✻ BBC Model B with disk interface
- ✻ 40 track single-sided disk drive
- ✻ Dot matrix printer capable of 640 dot bit image mode and true descenders
- ✻ Monochrome monitor or TV

You can configure the program to any type of drive combination via the Administration department.

FLEET STREET EDITOR is supplied on two disks – one containing the program and one containing the graphics library. These are formulated in different ways for different drive configurations, so take care when ordering or buying FLEET STREET EDITOR that it matches your current system. Upgrades are available.

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THE Error

FORWARD WITH BRITAIN

COMPETITION

Ever fancied being an editor of your very own magazine? Perhaps you already are. Judging by the numbers of fanzines we receive at the *C+VG* IDEAS CORP penthouse offices there are quite a few budding editors and designers out there in the real world.

Now we're giving you the chance to win national recognition thanks to *Mirrorsoft.*

If you produce a computer related magazine at your school, or at your local computer club, or even if you just produce your own fanzine along with a few friends, you should enter the *C+VG* **Fanzine of the Year** competition.

Winners will get a really neat bit of software from Mirrorsoft, a neat bit of hardware from Kumana plus a trip around the Daily Mirror HQ in London.*

The software is **Fleet Street Editor,** a terrific package which enables you to write, layout and print your own magazine all with just the aid of a trusty BBC.

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Using Fleet Street Editor couldn't be easier and you can produce a really professional looking magazine or newsletter. And a Fleet Street Editor package could be yours if you enter our great competition.

There are three categories. You can enter a school magazine, your club or user group magazine — or if you're an individual who produces an independent magazine you can enter that too.

All you have to do is send us an issue or issues of your magazine before the closing date of the competition — which is April 16th 1986.

We'll give you updates on the progress of the contest from time to time before we announce the winners later in the New Year.

So if you want to be the proud holder of the *C+VG* Fanzine of the Year title get cracking on your next issue today. If you've never had a go at producing your own mag — then why not start now?

Your entries will be judged by the editor and designer of *C+VG,* and representatives of Mirrorsoft and the Daily Mirror newspaper. Don't forget to fix the coupon to your entry!

**Subject to availability*

C+VG/MIRRORSOFT FLEET STREET EDITOR COMPETITION

Name ....

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.... Age ....

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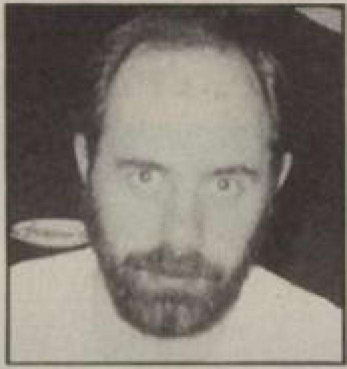
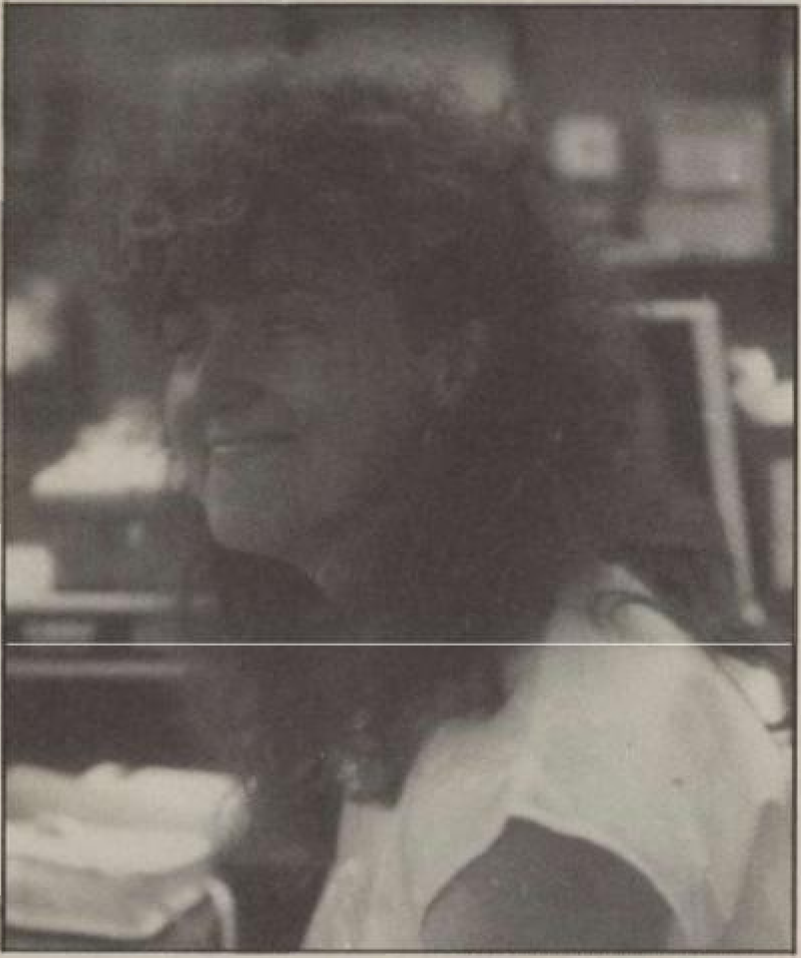
Category (tick box) SCHOOL ☐ CLUB/USER GROUP ☐ INDEPENDENT ☐



Drunks in drag hijack a bus

WORLD EXCLUSIVE



VICAR EATS TART

Father Dezmund O'Herlihy — age 56 — of Nether Wallop was admitted to casualty last evening after surviving a horrifying ordeal at the village fête.

The incident occured after the judging of the "Christmas Edibles" entries. Father O'Herlihy awarded first prize to Edith Crunch and proceed to consume the entire 12inch diameter pie.

"I didn't think anyone would mind," the stunned vicar was heard to groan as he was wheeled away from the furious crowd.

Mrs Crunch, a widow of 73, said the pie was unique and she was heartbroken by the "butcherous act". Edith is still fuming and has been seen working out in the primary school gym.

Father O'Herlihy has taken to carrying a can of MACE under his vestment, and says he won't go out after dark fearing the consequences.

Here's a brief look at the things you'll be able to do with Mirrorsoft's terrific *Fleet Street Editor* package.

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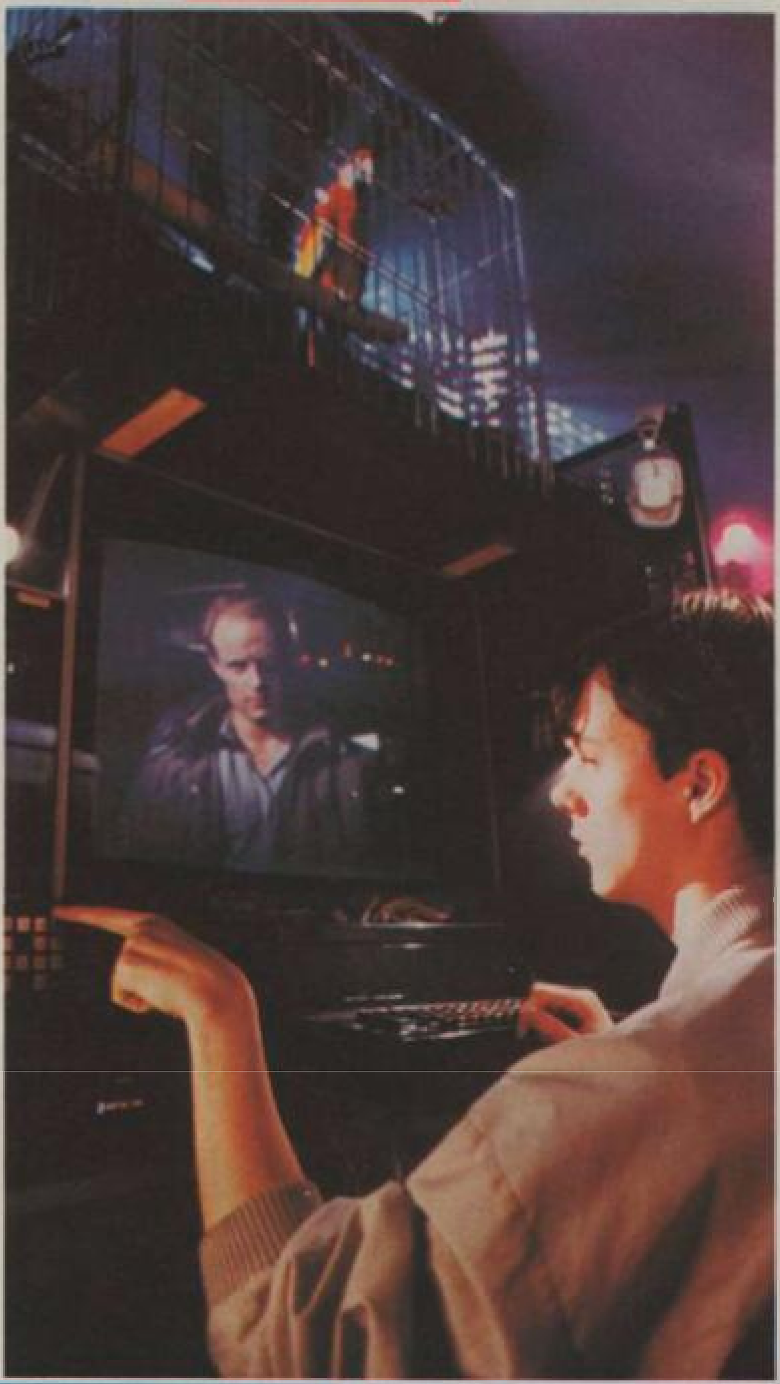
PERILS OF PLASTIC MAX

Question: Who once won first place in a Bonny Micro Chip contest before becoming a huge TV cult? Max Headroom, that's who. Now he's about to take on the computer world with his own game. C+VG's Paul Boughton investigates.



Max Headroom, the man with the vinyl complexion, a smile as dazzling as a searchlight and a cute stutter to humanise his computer-generated plastic perfection, is back.

Yes, the cult hero from twenty minutes into the future will be on Channel 4 within the next few weeks presenting a new series of pop videos linked by his machine-gun chatter, corny jokes, wit and wisdom.

And not only that. The man who is proud to be a CAD — computer-aided design, that is — is the hero of a new computer game from Quicksilva due for release any day now. And if successful it could be the first of a series of games based on Max.

The game is loosely based on the film which launched Max on an unsuspecting nation last April.

The setting of both the game and film is a world where the only growth industry is television and ratings are the only things that matter.

Network 23, run by a man named Grosman, is the top rated station, thanks to the brilliant but evil invention of Blipverts, compressed TV commercials which happen so fast they are over and lodged in the viewer's mind before they realise what has happened.

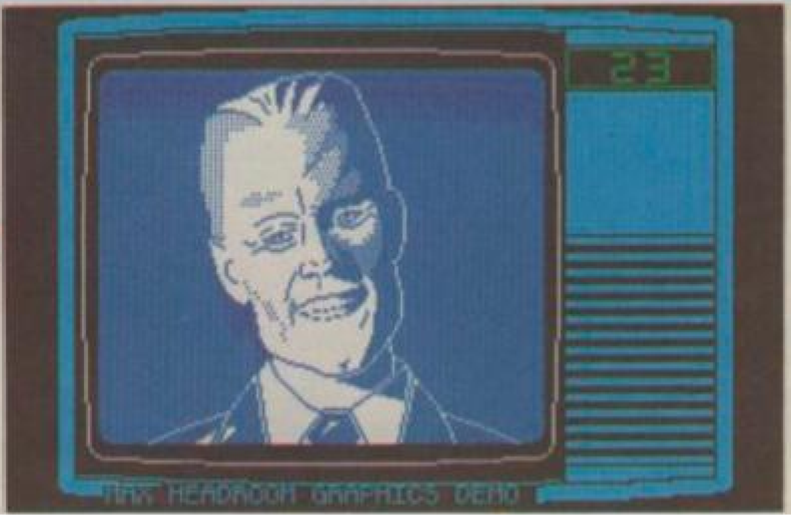
The Blipverts have a nasty side-effect for the viewer — they make the body self-destruct.

Investigative reporter Edison Carter, who works for Network 23, takes on his own bosses in an effort to expose this scandal. But an unfortunate "accident" happens to Carter. Bryce Lynch, who created the Blipverts, takes Carter's brain patterns and with the aid of a computer creates Max Headroom.

A pirate TV station, Bigtime Television, running endless 1980s pop videos, is badly in need of a ratings boost. And when Max Headroom is brought to them by Breughel and Mahler, a couple of heavies, they realise his potential as a TV star.

With Max Headroom fronting the videos, Bigtime's ratings soar much to the anger of Network 23. Everybody's out to get Max. And he's not happy about it . . .

Quicksilva's game — which will be available on the Spectrum Commodore 64 and Amstrad — differs from the film by making Edison Carter and Max different people.



Edison Carter is attempting to rescue Max Headroom from the Network TV building at night.

The Max personality generator is situated on the 210th floor of the building in the computer lab. In order to reach that floor, Edison has to have an access code for the lift. Only the president of the network and the computer genius that created Max have that and neither are going to help.

There are also security guards to contend with and two assassins who are hunting Edison.

The player takes the role of the Maxhunter, a computer program written by Carter's girl friend, and "injected" into the computers which control Network 23's offices.

Maxhunter must take control of various systems in the building at different times and give Edison directions to get to the directors' offices which lie on the top ten floors and eventually the president's suite at the very top.

To win the game you must get to the top levels, find the various codes, access the computer lab and free Max. Max must then be taken to the ground floor and out of the building before six o'clock in the morning when the staff return.

The team given the task of bringing Max to the computer is Manchester-based Binary Designs.

Andy Hieke, Binary's managing director, says: "The majority of the game will be played on the top ten executive floors. There are various games at various levels. Because you're not the only computer in the building, you have to fight for control of the lifts and doors."

The game, he says, will be arcade adventure and strategy. Quick reactions are also important in several parts of the game play.

As a bonus for completing the game , you get to see Max and hear him speak.

Says Andy: "We would like the original scriptwriters to write some jokes, we'll digitise and put it on the cassette — although it's difficult to get something that's produced on a machine that's worth millions on one that's worth a hundred pounds."

And a final word from Max himself. "A lot of people see me as something very special and I'm humble enough to accept other people's opinions — they're right. I was brought onto the networks to give them a little more pezazz, fizz, razzamatazz, and other words with lots of Zs in them.

It's hard to be perfect but I try."

As Max mania spreads, a whole series of spin-offs from the series is about to appear.

And so you don't miss out on all the fun C+VG and Quicksilva have grabbed a few of the goodies as prizes in our great Max Headroom competition.

The first 25 winners will receive a video of the film which launched Max last year and was re-screened at Christmas.

The next 25 lucky winners will get copies of a new book, Max Headroom's Guide to Life.

And to stand a chance of winning just answer the simple questions below and send the answers together with the coupon printed below to Max Headroom Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 16th February and the editor's decision is final.

1) On what floor of Network TV's building is the Max Headroom personality generator kept? ____________

2) What is the Maxhunter? ____________

3) Name the creator of the Blipverts? ____________

Max Headroom's sense of humour is well known if you've watched the TV series. Write what you think would be a great joke for Max to tell ____________

C+VG/QUICKSILVA MAX HEADROOM COMPETITION

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FIREBIRD

Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliber. Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 30-32 Farringdon Lane, London EC1R 3AU.

POKES

TIR NA NOG

To make Cuchulainn invisible go to Lon Liath and get the objects behind the locked doors and goblet. Then go to the stone tablet and drop the objects.

The stone tablet will read W,N,E,N,E,7. Follow these direction and drop the spade.

You will recieve half a torc the other half being in the ice cave. When you put them together you will become invisible. Thanks to Andrew Watts of Northampton.

SKYFOX

A regular to these pages is Kenneth Henry and this time it is with hints on **Skyfox**. Always pay attention to your scanner. One good tip is too thrust into a clear sector using the afterburners and call up the computer's tactical map.

When on the ground and the tanks are just blue/black specks on the horizon, destroy them with your cannons before the cause any serious shield damage.

When on tanks, don't bother using missiles, save then for the planes.

Be ready to expect tanks or planes when using autopilot as you usually fly straight past them when autopilot disengages. Tanks mostly appear in groups of five and planes mostly in groups of four or so.

Make full use of the computer. Use the tactical maps above and zoom in on sectors to see what actually is there.

If you are going to try any of the invasions, one general tips is to stock up on missiles before taking the planes and mothership.

Stock up on fuel, shields and missiles before flying through the cloud layer to fight planes or motherships.

BARRY MCGUIGAN

One more for the sport fanatics — **Barry McGuigan's Boxing** from Bradford Barter of Croydon, who tells us how to reach Rank 13.

Cannonball Corby: Punch him in th face and stomach. Try and get him into his corner and you should be able to knock him out in the 1st round.

Pedro Rameiz: Pedro is very easy to beat. Just keep hitting him till he falls

John 'Kid' Cutter: Have two furious rounds with John and then let your guard down and let him punch you. This zaps his endurance and not yours.

Boom Boom Barnet: Try and knock his endurance down to about 20 and then move the joyustick left. This should keep his guard down. You should be ready to hit him.

Flashy Fenwick: Very easy. Same as Pedro!

That's as far as Bradford has got. Anyone know how to beat the next two.

Help

Who can help Richard Mills of Kent who bought *Monty on the Run* nearly two months ago and has been stuck in 'the sewers' for the last month?

Nick Rush has rushed (sorry about that, Nick, but Otiss couldn't resist the pun — Melissa) these latest hints over to the office for the Spectrum game *Gyroscope*.

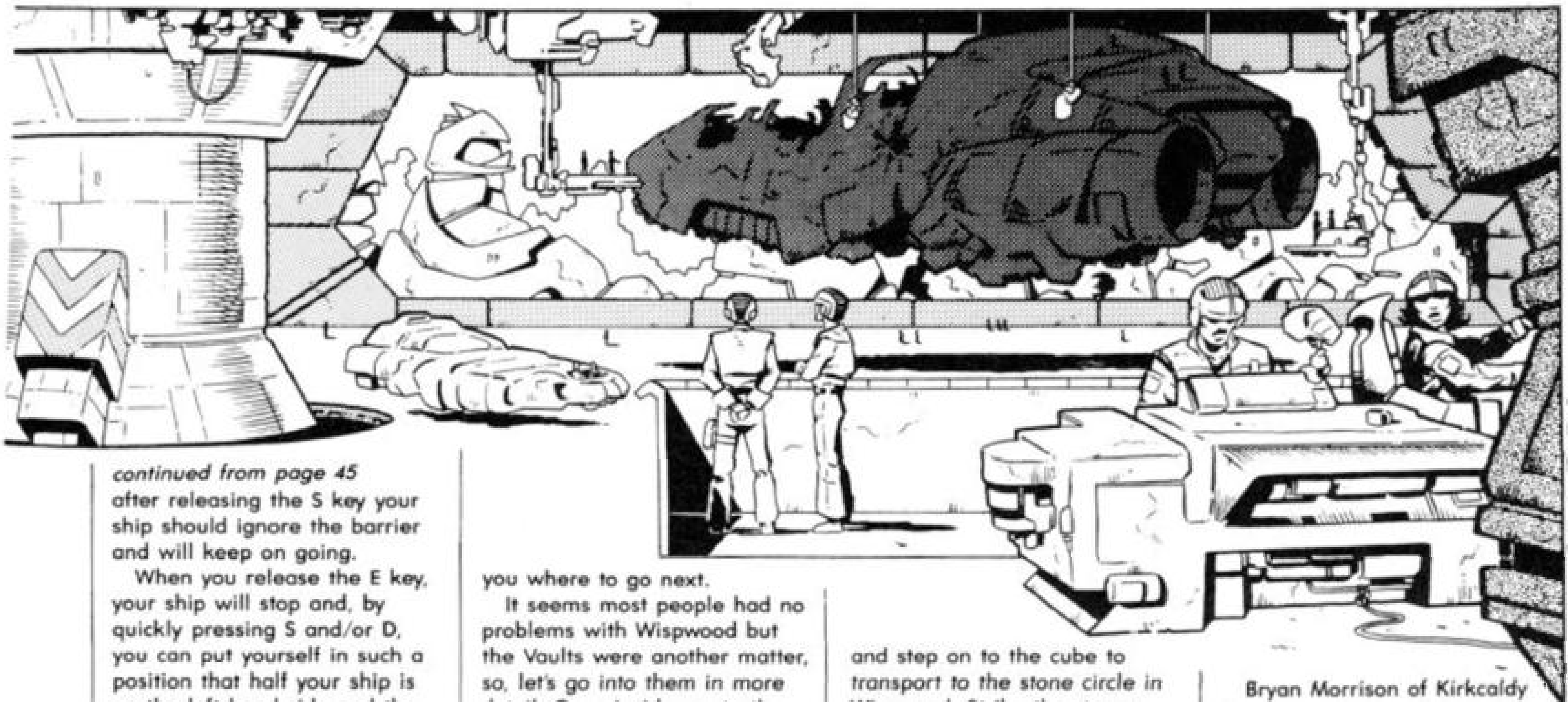
The first two levels are fairly easy, but when you reach screen 1, level 3, things might start gettting a little difficult. You will encounter a narrow ledge with two magnets on it. You must travel quickly through these magnets, but be sure to slow down after that, otherwise you will travel to fast down the slope and will skid across the glass and over the edge.

If you get this far on your first gyroscope, you can normally zoom straight onto the square. If not, wait for the second alien to go into the furthest right corner and then move quickly. You will now be on the fourth level. Not too many difficulties here. The first screen of level five is the same as the cover of the box. Travel slowly and think before you move!

ONE FOR THE TEXAS!!!

Yes Texas lovers, your computer has finally made it onto these pages. Pick yourselves up off the floor and read on to find out some tips on *Parsec*, sent in by Roger Marsden of Leicestershire.

After you have inserted the cartridge and got the title screen, press any key to begin play. At the bottom of the screen the 'Press fire to Begin' message comes up. Do not press! Instead, go to the top of the screen as far as possible by pressing the E key, then get your ship moving as slowly as possible backwards, let go of the S key and you should still keep on going. Normally your ship would come to a halt but if you hold down the E key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continued from page 45

after releasing the S key your ship should ignore the barrier and will keep on going.

When you release the E key, your ship will stop and, by quickly pressing S and/or D, you can put yourself in such a position that half your ship is on the left hand side and the fuel coming out the back is on the right. Press fire to begin. The advantages of doing this are apparent when you are on the asteroid belt or when fighting swoopers or LTFs, you can use the fuel coming out of the back as a marker to line up your shots.

When fighting the killer satellites keep moving and firing all the time because the missiles they fire do not disintegrate before reaching you. On the asteroid belt always stay in lift three unless you want to 'play safe' on the first two screens by staying near the top and using lift two. On the first screen when you are fighting the dramites, go up in lift two firing all the time, this should destory them all.

DRAGONTORC OF AVALON

Over the last couple of weeks we have been hearing pleas for help with this game so we shall quickly go over a few points to see if they will make the playing any easier.

You start off in Wispwood will spells Bane, Servant and Move. To select a spell use up or down to wind the scroll. When the arrow indicates the spell you need press Fire once to select it and twice to activate it.

Use the Servant Spell to collect the Seal of Merlyn which you will need later on. Explore the wood to collect the Missile spell, the sickle the herb and other items. Find the stone slab lying in the forest and use the Seal to get under it and into the Lost Vaults of Locris. Attack the Skeletons in the vaults with Missile — collecting further spell as you go. After completing Wispwood and the Vaults, Merlyn will tell you where to go next.

It seems most people had no problems with Wispwood but the Vaults were another matter, so, let's go into them in more detail. Once inside, go to the teapot room and search the teapot with the Servant spell to obtain the rune. Go on to the fireball room where you have to touch the stool with the Servant spell to change it into a chest. Go out by the right back door, dodge the skeleton and go through the rear door, grab the spell, dodge the skeleton and leave by the rear door. As the skeletons follow you through the door use the Missile. Take the chalice. Go left and then through the front right to the pool room. Kill the skeleton and dip the chalice in the pool. Go back to the fireball room and go out of the right back door and then right again to arrive in the pedestal fountain room. Empty the chalice into the fountain to obtain the Heal spell and sit on the fountain to boost your energy. Proceed to the room with the chests. Open the first with the Servant spell and take the key which you then use to open the third chest. Take that key and open the second chest, to reveal another key and the Leyrod spell, take both of these. A word of warning here — make sure that you avoid all spiders.

Take this key to the fireball room and use it to open the chest. Take the rune — the fireball changes to a half moon, so take this as well. Proceed to the room with E rune fixed to floor. Leave all the items you have collected, here.

Search both dead skeletons. One holds the last rune and the other the Missile spell and Evil Eyes. Use the Bane spell to kill the Evil Eyes. Go back to the room adjacent to the entry room and touch the flying spell with Servant, otherwise it will kill you. Return to E room and lay the three runes on E in the order XIT. A leycube will appear. Collect all other items and step on to the cube to *transport to the stone circle in* Wispwood. Strike the stones with the Leyrod to reveal the Leycubes. Pick up Merlyn's Seal and step on to the yellow cube.

QUICKIES

Here we start a new section in which readers write in with Quick Hints and Tips to make your favourite games easier to play.

First up is Adam Brake of Dorset with some hints on **Super Pipeline II.** Keep one workman with you and leave the other running around, this man will 'take out' the odd creature. On every screen, there is a place to stay and just shot and so be out of danger. Sometimes it is better to sacrifice a workman than to shoot the creature, but, only if you have two workman together.

When one of the workmen is mending the pipe, stay by him as the enemies try to kill him before he is finished. If you start to run out of water and your score starts to rapidly decrease, sacrifice your life as you can lose all your points in a short time.

From E. Nieland of Holland here are some passwords for **Hacker,** and **System 1500** on the CBM 64.

First of all, **Hacker.** The log on code is Australia. Passwords for Security checks are: Level 1 Magma Ltd. Project.

Level 2: AXD-0314479
Level 3: Hydralic
Level 4: Australia

On **System 15000** you will find the following telephone numbers useful.

6723427, 4935429,
7464460, 2297629,
3634017, 9307269,
3481408, 7239293,
9527001, 3634017.
8004310 with Password Arcles
01012129765858 with Password Pip537

Bryan Morrison of Kirkcaldy has been playing all his C64 games to come up with the following cheat modes. **Thing on A Spring:** When the title screen is one hold down T,H,I,N,G, back arrow and Inst/Del If the borde goes grey, you have unlimited oil.

Frak: When you get a high score, instead of typing in your name put the shift lock on and type American Express — with a space between the words. The border should now have gone white. Take off the shift lock, press Return and start the game. You should now be able to walk any place on the screen. But NEVER go up any ropes. If you do you will not be able to move left or right.

Miner 2049er: To advance a level, just keep your finger on the fire button for about 10-15 seconds.

Quo Vadis: The following set of pokes will ONLY work if you have a Reset switch. When the game has loaded press the reset switch and enter these pokes. Poke 24709,234 Poke 24710,234. Then type SYS 3488 to start the game.

Your knight will not die when his energy reaches zero but lava pits will kill him.

Spy Hunter: When the weapons van drops you off at the side of the road slowly edge your way to the right of the screen until you can driving along the black strips at the side. You are virtually indestructible and can make some rather large scores.

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13. The King's Orb
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15. Creepy Crawley
16. Hangman
17. Pontoon Bet
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19. 3DMaze
20. Colony 9
21. Backgammon
22. Solit
23. Yamcee
24. Three Cardbrag
25. Tracking
26. Rally 2000
27. Sitting Target
28. Nemesis
29. Space Ship
30. Jet Flight
31. Dragons Maze
32. Intruder
33. Inferno
34. Ghosts
35. Fantasy Land
36. Space Base
37. Planets
38. Hopping Herbert
39. Dynamite
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47. Space Pod Rescue
48. High Rise
49. Craps
50. Exchange

ZX 81

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ATARI

Munch, Munch . . . it's the MAZE EATER! Can you eat the ghosts before they eat you? Or would you rather chance it on the MOTORWAY? Your Cassette-50 is compatible with the 400/800 and 600XL/800XL series ATARI computers. Advanced features include high-resolution graphics, sound, music and mixed mode screens. Many games are joystick compatible.

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'Incredibly frustrating!' – that's the verdict on Cassette-50's FROGGER. Satisfied users tell us it's one of the most challenging you'll find – it's almost as good as the arcade version! CARGO has you trying desperately to complete your helicopter mission under attack. Plus 48 other tactical, logical and adventure games featuring multi-coloured and user defined graphics, scrolling and full use of the Spectrum sound capabilities.

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39. Nim
40. Voyager
41. Sketch Pad
42. Blitz
43. Fishing Mission
44. Mystical Diamonds
45. Galaxy Defence
46. Cypher
47. Jetmobile
48. Barrel Jump
49. Attacker
50. Space Mission

COMMODORE 64

Only you can save Europe from destruction! It's ROCKET LAUNCH, the thrilling war game that reproduces a European map. More ambitious? Try rescuing your crew under an ultrafast GALACTIC ATTACK and escaping back to your spaceship! Just two of the great games on your Cassette-50, featuring high resolution and user-defined graphics, sprites, sound and music

1. Maze Eater
2. Galactic Attack
3. Space Mission
4. Lunar Landing
5. Plasma Bolt
6. Startrek
7. Radar Landing
8. Attacker
9. Galactic Dog fight
10. Psion Attack
11. Evasive Action
12. Noughts & Crosses
13. Boggles
14. Pontoon
15. Ski Jump
16. Hangman
17. Old Bones
18. Thin Ice
19. Orbitter
20. Motorway
21. Force Field
22. Nim
23. Tunnel Escape
24. Barrel Jump
25. Cannonball Battle
26. Overtake
27. Sitting Target
28. Smash the Window
29. Space Ship
30. Jet flight
31. Phaser
32. Intruder
33. Inferno
34. Ghosts
35. Submarines
36. Rocket Launch
37. Planets
38. Black Hole
39. Dynamite
40. Do Your Sums
41. Derby Dash
42. Space Search
43. Universe
44. Rats
45. Tanker
46. Parachute
47. Jet Mobile
48. High Rise
49. The Force
50. Exchange

ELECTRON

Can your FORCE FIELD protect the city from Alien Attack – or maybe you have the skill to DYNAMITE the dam and flood enemy headquarters! Fifty different games with high speed, high resolution colour graphics, user defined graphics and excellent sound and music. Not to mention full use of screen modes. Fifty fast-paced, fascinating games.

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Have a go at GALACTIC ATTACK – you'll need fast reactions to beat the invaders in this all-time favourite – or if you prefer you can travel through space at warp factor 9 in SPACE MISSION, a realistic 3-D version of space warfare as seen from the cockpit of a spacecraft. Everyone has a favourite game on Cassette-50. With fifty classic and original games featuring user defined graphics, sound effects and increasing levels of play.

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ORIC 1

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AMSTRAD	☐	ATMOS	☐	DRAGON	☐	ELECTRON	☐

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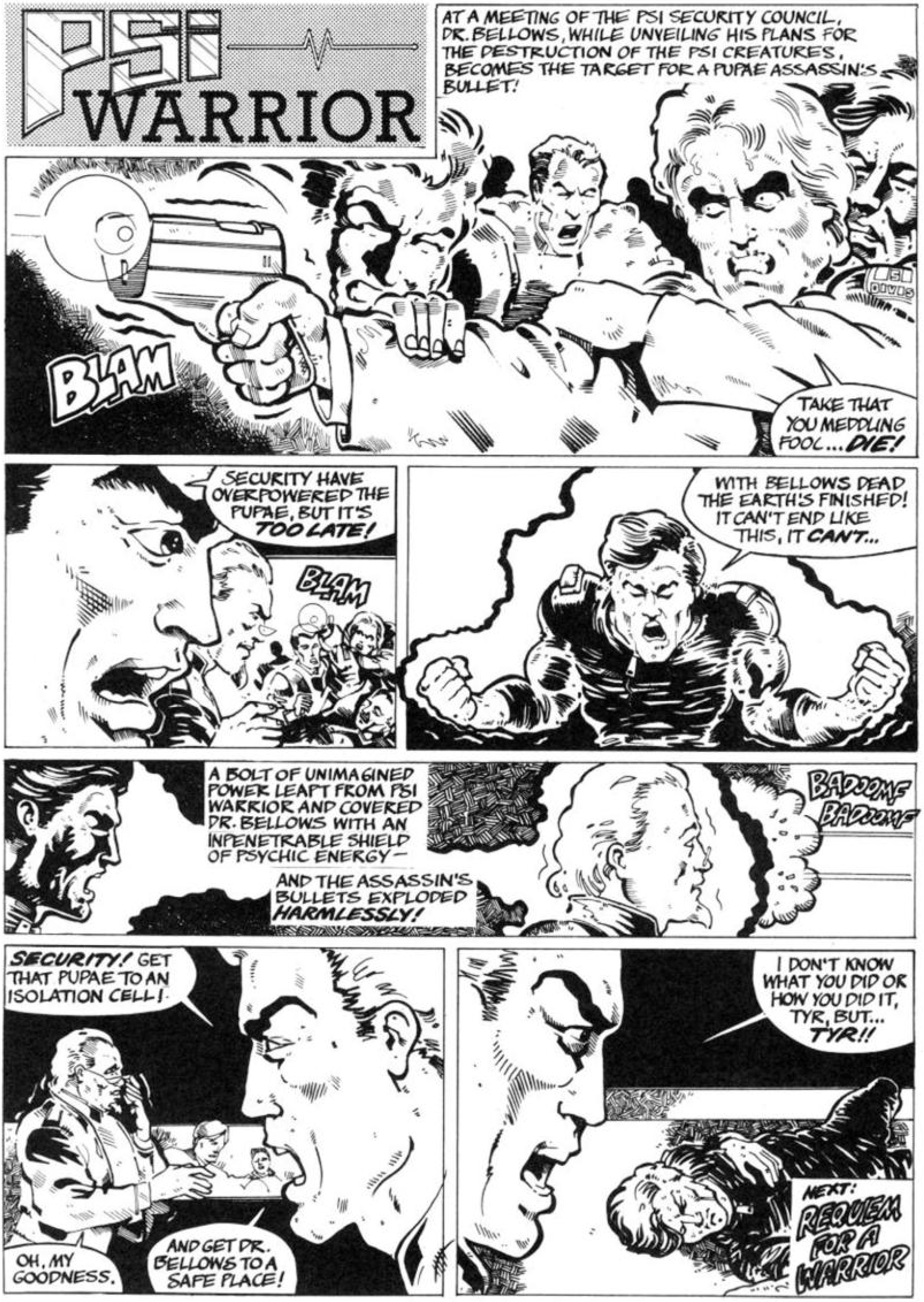
PSI WARRIOR
AT A MEETING OF THE PSI SECURITY COUNCIL, DR. BELLOWS, WHILE UNVEILING HIS PLANS FOR THE DESTRUCTION OF THE PSI CREATURES, BECOMES THE TARGET FOR A PUPAE ASSASSIN'S BULLET!
PSI DIV 5
BLAM
TAKE THAT YOU MEDDLING FOOL... DIE!
SECURITY HAVE OVERPOWERED THE PUPAE, BUT IT'S TOO LATE!
BLAM
WITH BELLOWS DEAD THE EARTH'S FINISHED! IT CAN'T END LIKE THIS, IT CAN'T...
A BOLT OF UNIMAGINED POWER LEAPT FROM PSI WARRIOR AND COVERED DR. BELLOWS WITH AN IMPENETRABLE SHIELD OF PSYCHIC ENERGY—
AND THE ASSASSIN'S BULLETS EXPLODED HARMLESSLY!
BADOOMF
BADOOMF
SECURITY! GET THAT PUPAE TO AN ISOLATION CELL!
OH, MY GOODNESS.
AND GET DR. BELLOWS TO A SAFE PLACE!
I DON'T KNOW WHAT YOU DID OR HOW YOU DID IT, TYR, BUT... TYR!!
NEXT: REQUIEM FOR A WARRIOR

THE No.1 HIT

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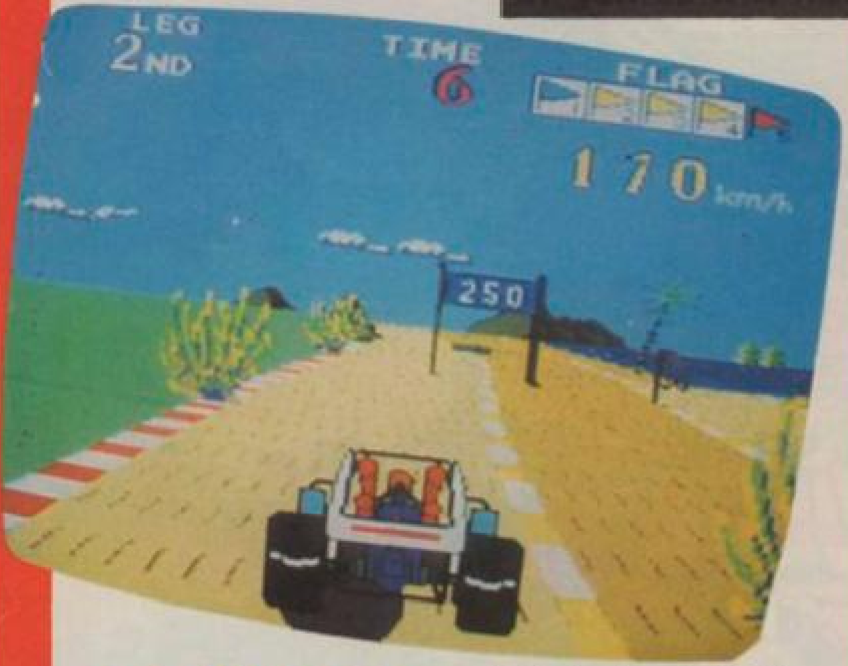
★ARCAD

Following her report on the 1986 Arcade show, Clare Edgeley, Ideas Corp's Arcade Spy, brings you some indepth reviews on the games she saw at the show. This new crop of games will have you stuck in the arcades for hours!



● BUGGY BOY

If you're a cautious driver, steer clear of *Buggy Boy*. But if you've got neves of steel, climb in, fasten your seat belt and prepare for the ride of your life.

With the gear set at low, foot on the accelerator and sweaty hands gripping the steering wheel, I waited for the sign to GO. Accelerator hard down, into top gear and I careered round the track. Careful driving doesn't enter into this race against time — it's a suicide run; at best you'll end up in the drink, at worst you can only crash. Console yourself with the fact that the buggy is very resiliant and will take a lot of knocks, unlike the fragile, highly bred Formula One creatures in *Pole Position*.

The aim to drive your buggy round an obstacle strewn course, beating the set time limit before moving into the next stage. The theme is the same as most other racing games, but *Buggy Boy* is slightly different. It's amusing for starters — split second decisions and a steady hand still count for a lot, but how can you take it seriously when you have to leap boulders and gates and run over coloured marker flags?

The track resembles a death trap. At some points there are so many hazards it is difficult to find a clear way through, but that's where the fun lies. To get past many obstacles you have to be able to dodge quickly and jump when necessary, changing course in mid-flight.

The marker flags are very important and are colour coded. To earn extra points, run over them in the correct order, dictated by a grid at the top of the screen. There are numerous flags of each colour so it is not a difficult task. You must also steer through gates and will pick up extra points if you successfully negotiate those with numbers on them.

To jump some obstacles use small scattered rocks to launch your car into the air by just hitting them. If you perfect your technique, you should be able to tilt the buggy and steer a narrow path on two wheels. Watch out for tunnels and bridges, especially on the second lap. You may find a rival buggy making for those at the same time, as they are only wide enough for one.

The manufacturer, Tatsumi, obviously belives in the maxim 'the bigger, the better' as *Buggy Boy* is a Goliath amongst arcade machines — larger that *TX-1* with three screens giving a massive panoramic view of your thrilling ride. Three screens are not really necessary, but the sit-down cabinet certainly beats an upright and makes you feel you're getting you money's worth.

● METAL CLASH

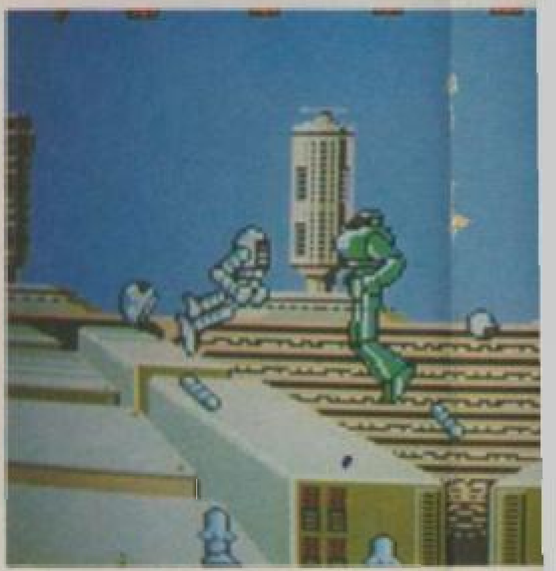
A double-jointed, kicking, punching robot is the theme of Data East's *Metal Clash*.

Imagine the scene. A space station in the background, floating over it is this weird, mad, hilarious battle between a load of Metal Mickeys.

In fact your robot — the green one — must bear a pretty healthy grudge against the silver robots. Pehaps its his rather sickly hue. Anyway, whether he's fighting to protect his planet or merely enjoys kicking the hell out of the others, he's having a whale of a time.

Clunk! Metal connects with metal and the screen is filled with fragments and sections of robot as it disintegrates. The joystick control is very easy, you can punch or kick it in a variety of directions depending on which way you're travelling but you must make contact with you opponent — whether it's a small floating droid or another robot as large as yourself.

Some of the larger species of these inhuman creatures will need several blows before they explode — that can be difficult as they'd dodge around the screen. You not only have to direct your punches but you must chase your victims over

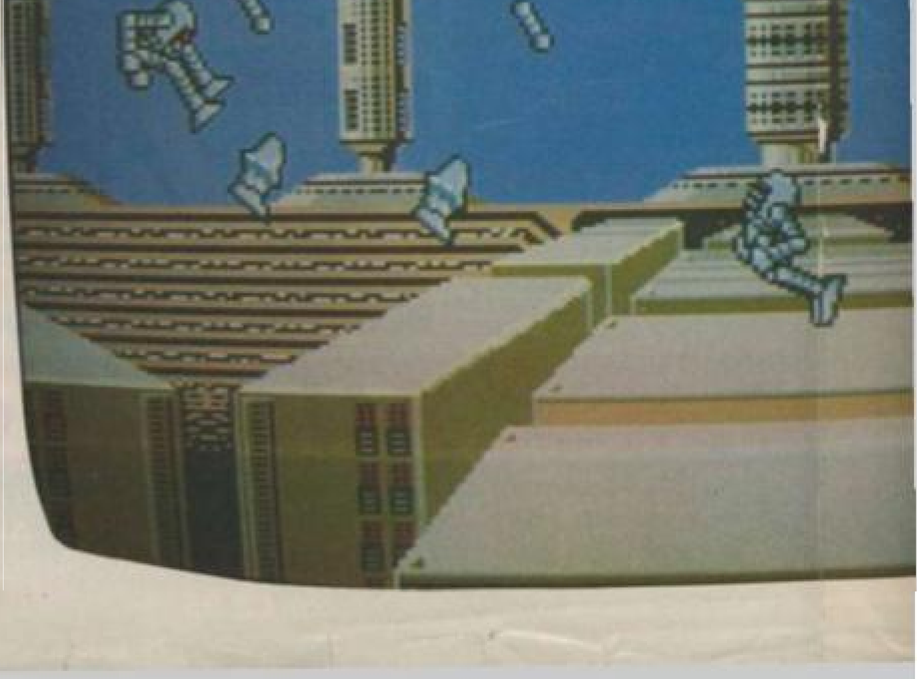


the space station. That menas keeping your chappie above ground as long as possble.

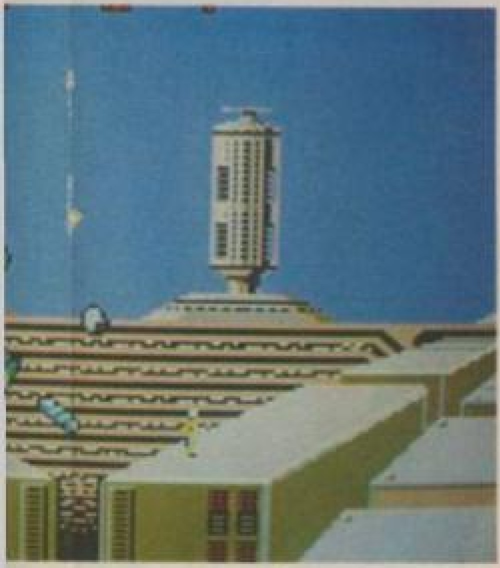
The better you do, the faster they appear until the screen looks a bit like a metal scrap merchant's yard. Watch your back, you might be fighting one battle, but passers by are not averse to aiming the odd kick in your direction, and if you recieve too many of those will literally fall to pieces. Talk about a nervous breakdown.

The two player game is more fun — a lime green robot against a rosebud pink one.

It's quite a challenge. The first person to kick his



DE ACTION



opponent to bits is the winner, but it is no easy task and somehow more difficult when playing against a human rather than the computer. Perhaps that's because your opponent is less predictable.

Metal Clash is a welcome change from the present craze of martial art simulations. Granted it's still hand to foot combat, but you can't really take it seriously when you see yourself dissolving into hundreds of little pieces. It's amusing and provides a light-hearted break from the rigours of more serious space battles.

• TANK

It's a welcome change to descend from space and, with your tank tracks planted firmly on terra firma, blast anything that moves in one of the old style arcade games. Although SNK's *Tank* is very much in the conventional mode it is nevertheless an action packed game.

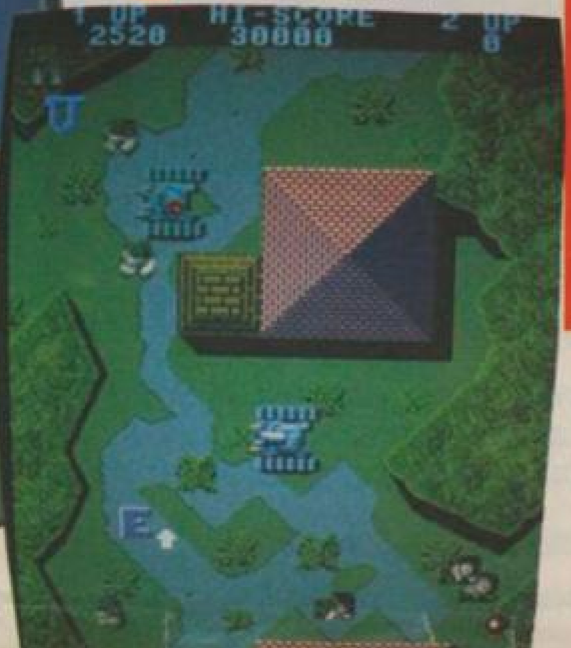
Starting point is from the deck of an amphibious landing craft which leads straight onto land and into enemy territory. The war is on. You mission is to destroy the enemy HQ which is, predictably, at the end of a long, hard trek through lakes, woods and around numerous obstacles. The route is tortuous — winding round buildings, over bridges, through town and jungles and at almost every junction there lurks a possé of enemy tanks.

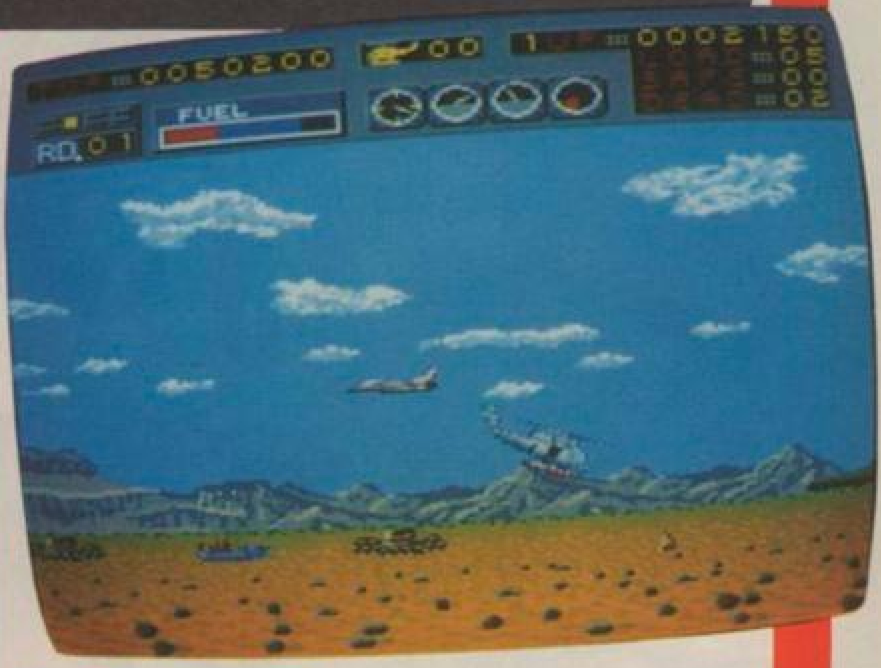
With guns blazing you disembark to be met by a squad of foot soldiers.

There is not much time to make strategic plans as the enemy taks are semi-intelligent, and converge upon you if you hang around for too long. However, if you hide behind the building, you can pop out, fling a few bombs in their direction, while remaining safely out of harm's way.

If you suffer too many hits and don't repair the damage, your sturdy tank starts to glow red a few seconds before it explodes.

The joystick is an eight directional knob which controls both the direction you are travelling and the direction of the gun turret which swings in a 360 degree circle. I particularly like *Tank* because of its very simplicity. It's a challenge, but most importantly, it's one of those few games which is instantly playable.





• CHOPLIFTER

You'd better get that trigger finger into training if you are to join an elite band of pilots on a suicidal rescue bid.

Your brief — to fly into enemy territory and pick up 32 hostages. And if that sounds simple, wait for the snag. Your chopper can carry only eight passengers. On top of that, there is the constant worry of running out of fuel — if that should happen, you're likely to topple out of the sky.

Starting point is at the heli-pad. As soon as the blades are whirring you can take off. It's a good idea to make sure of the controls first — I forgot myself in the excitement of seeing the chopper rise straight into the air and immediately crashed.

The controls are very simple and the chopper responds instantly to your instructions. Fly off to the left and you will immediately enter the war zone. Enemy cannons do their utmost to bring you down as you search for the first batch of hostages. In the earlier stages it is easy to bomb the ground and put those out of action before their shots reach your flying space. Later on when there are more of them, packed closer together, it becomes a bit of a headache.

Enemy aircraft also do their bit and the same rule applies in the early stages. It is easy to dodge them or bring them down in flames if you are an accurate machine gun operator and fast on the joystick.

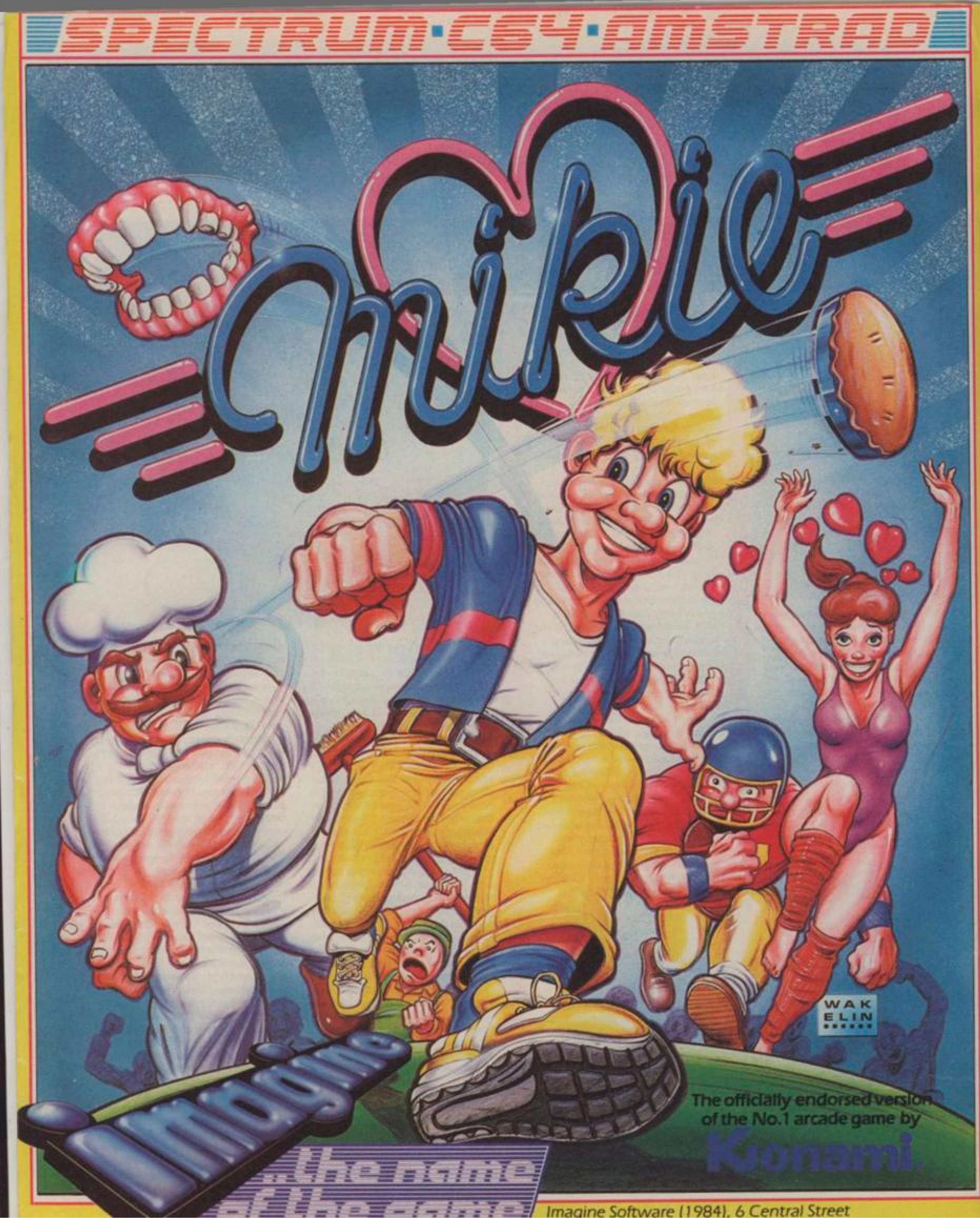
The first prison block looks like a Red Cross outpost — very disconcerting. Knock a hole in the side for the hostages to escape and they will literally stream out waving their arms in simulated panic. Watch the enemy at this point, if the hostages are strafed by gun first you can hear them screaming — in agony? I wasn't impressed by that touch — it's a bit to realistic for fun.

The next step is to land close by, at which point they will automatically run to the chopper and climb in. Now the journey back to the heli-pad which is every bit as hazardous as the outward trip.

As I mentioned earlier, the controls are relaistic and so is the animation, especially when the chopper turns 180 degrees to fly in the opposite direction. As it turns, you are given a head-on view and it is then that you can use your bombs. Those are most useful it is possible to hover for greater accuracy. Of course, if you hang around too long, you are likely to be blown up — a risky manoeuvre.

Further screens include rescuing people from caves and burning warships.

Sega's *Choplifter* is packed with action and is accopanied by a pacy, rousing jingle. Defintely a must, but not for the faint-hearted.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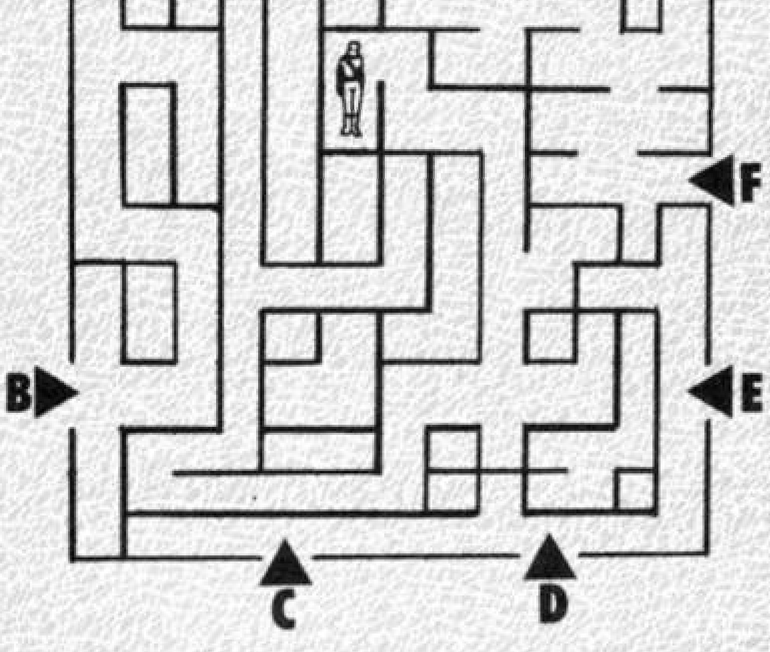
BLADE RUNNER

C+VG COMPETITION

REPLICANT ALERT! REPLICANT ALERT!



If you can track down and destroy the mutant marauder then you're in with a chance to win great prizes in the C+VG *Bladerunner/Tau Ceti* competition.

CRL are giving away a 14inch Phillips colour TV/monitor as top prize and copies of the game to the 20 runners up of *Bladerunner* and 20 copies of *Tau Ceti.*

All you have to do is find the way through our maze to find the replicant and terminate him — just as you have to in CRL's game, which is based on the Harison Ford film.

The runners up will have a choice of the *Bladerunner* game which is out on the CBM 64 or Tau Ceti on the Spectrum, a complex game combining elements of *Elite, Impossible Mission* and *3D Tank Duel.*

Right, getting tracking.

C+VG BLADERUNNER COMPETITION

NAME ____________________

ADDRESS ____________________

____

ROUTE ____________________

Please tick which game you would like.

Bladerunner CBM 64 ☐ Tau Ceti Spectrum ☐

Send your entry to *Bladerunner/Tau Ceti Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.*

The closing date is 16th February and the editor's decision is final.

WIZARD OF THE

For many people computers are magical objects. They are capable of fantastic feats, spellbinding illusions, dazzling tricks and powerful pieces of prestidigitation.

Now conjuror David Hambley has combined his talents as a magician with his self-taught computer programming skills to become what is believed to be the only magician in the world to use a home computer in a commercial magic act.

And the computer which co-stars in David's act is none other than the humble Spectrum.

So successful has the computer act been that David — nicknamed The Micro Wizard by the Magic Circle — has produced a collection of Spectrum tricks which he hopes will soon become commercially available.

Called *The Magic Box*, it is the result of 500 programming hours and will allow Spectrum owners to perform a one hour magic show.

He has also written a 40,000 word booklet to accompany the package.

David, 31, recently visited *C+VG's* discreet and very exclusive cabaret club situated at the back of the computer room where the glitz and the glam of the software world are frequently entertained, to give a private show of his micro magic.

And very impressive it is. The tricks cover Telepathy, ESP, card tricks and that old favourite where you "think of a number" and the computer knows it. Very baffling.

David became interested in magic when he was a young lad and before long he was performing card tricks at school. At 16 he entered the Magic Circle's Young Magician of the Year competition and shortly afterwards turned semi-professional.

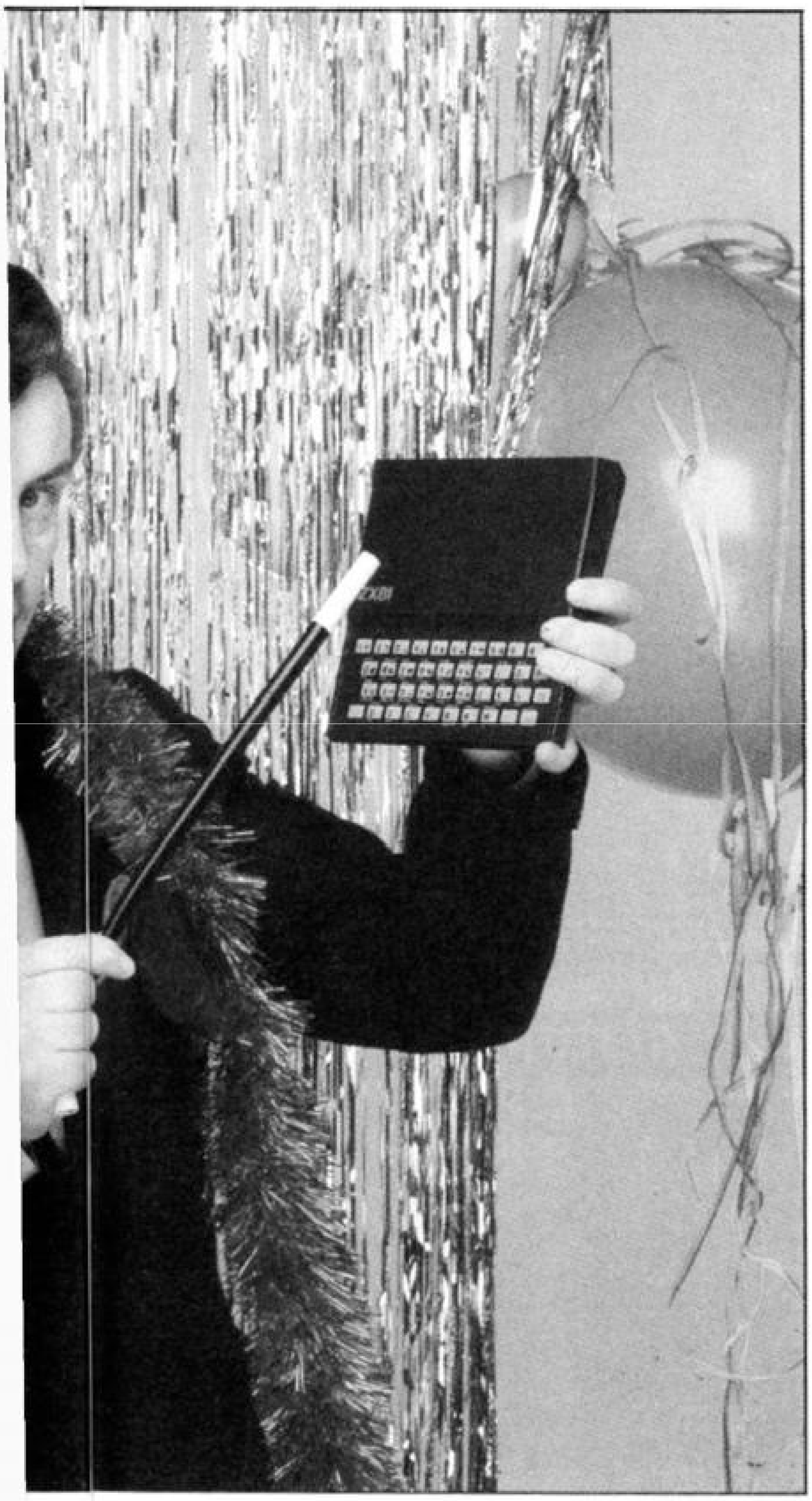
In August 1984 he turned fully professional. "I had to," he said, "I couldn't keep two jobs going. If I hadn't done it I might never have done and would have regretted it."

Besides his cabaret work, David has appeared on television programmes such as Pebble Mill at One, Video and Chips and the Book Programme.

In 1982 David bought a Sinclair ZX81 to help run his business accounts and bookings.

As his self-taught programming skills developed, David hit on the idea of using the computer to perform simple tricks.

The result was that later in 1982 he published what is thought to be the world's first book on magic and the microcomputer called Computer Magic with the ZX 81. "It sold



E MICRO

fairly well," said David, "but at that time it was a very limited market."

In late 1983 David won a Spectrum 48K. "I was able to upgrade the tricks, incorporate colour and high-resolution graphics."

It was about this time that David took a gamble and started using the computer on stage. "I wanted something different, something novel. I knew there was an interest in computer magic so I decided to incorporate it into the act."

Because David did all the programming himself, he was nicknamed "The Micro Wizard" by fellow members of the Magic Circle.

David is careful not to let the computer take over the act and hold centre stage.

"I don't try and make the computer the main focal point. I'm still the magician. I use it as another prop. I still have the magical knowledge. Anybody can do the trick, but can they make it entertaining.

"I want to see the use of computers grow within the magic fraternity," said David. "It's slowly getting there."

But right now magic seems to be growing in the computer fraternity. David's magical display has so far inspired an unknown member of *C+VG's* staff to try some micro magic. And if we ever find out who tried to saw a Spectrum in half and couldn't get it back together, they're fired!

TWENTY-ONE CARD TRICK

Amaze your friends with some marvellous micro magic.

Magician David Hambley has written this version of the twenty-one card trick for the Spectrum.

Once the trick is programmed in, everything is dead easy. All you have to do is perfect your stage patter.

Three rows of cards will be displayed on the screen, all face up with seven cards in each row.

Your "victim" then has to choose one of the cards and memorise it without telling the magician. He then is asked to press key one, two or three to indicate which row the chosen card is in.

The computer then shuffles and re-deals the cards and the spectator is then asked to say which row his chosen card is now in. This repeated just once more whereupon the computer suddenly displays the card that was originally chosen.

Just like magic!

```
  10 REM THE 21 CARD TRICK
  20 CLEAR : GO SUB 490
  30 LET a$="4H AD 7C 6C 8H 3D 2
H "
  40 LET b$="KC 5H 6H JD QD 9C 7
H "
  50 LET c$="AH 2D 7D JC 9D 4C 9
H "
  60 FOR q=1 TO 3
  70 CLS : PRINT '' INK 4;"
 SIMPLY THINK OF A CARD."
  80 PRINT AT 5,5; FLASH 1; INK
2;"1"; FLASH 0;" "; INK 1;a$
  90 PRINT AT 10,5; FLASH 1; INK
 2;"2"; FLASH 0;" "; INK 1;b$
 100 PRINT AT 15,5; FLASH 1; INK
 2;"3"; FLASH 0;" "; INK 1;c$
 110 PLOT 53,144; INK 0; DRAW 16
7,0; DRAW 0,-24; DRAW -167,0; DR
AW 0,24
 120 PLOT 53,104; INK 0; DRAW 16
7,0; DRAW 0,-24; DRAW -167,0; DR
AW 0,24
 130 PLOT 53,64; INK 0; DRAW 167
,0; DRAW 0,-24; DRAW -167,0; DRA
W 0,24
 141 FOR z=53 TO 197 STEP 24; PL
OT z,144; DRAW 0,-24; NEXT z
 151 FOR z=53 TO 197 STEP 24; PL
OT z,104; DRAW 0,-24; NEXT z
 161 FOR z=53 TO 197 STEP 24; PL
OT z,64; DRAW 0,-24; NEXT z
 170 PRINT AT 19,5;"ENTER WHICH
ROW IT IS IN"
 180 LET z$=INKEY$
 190 IF z$="1" THEN  LET d$=b$+a
$+c$: GO TO 230
 200 IF z$="2" THEN  LET d$=a$+b
$+c$: GO TO 230
 210 IF z$="3" THEN  LET d$=b$+c
$+a$: GO TO 230
 220 GO TO 180
 230 LET a$=d$(1 TO 3)+d$(10 TO
12)+d$(19 TO 21)+d$(28 TO 30)+d$
(37 TO 39)+d$(46 TO 48)+d$(55 TO
 57)
 240 LET b$=d$(4 TO 6)+d$(13 TO
15)+d$(22 TO 24)+d$(31 TO 33)+d$
(40 TO 42)+d$(49 TO 51)+d$(58 TO
 60)
 250 LET c$=d$(7 TO 9)+d$(16 TO
18)+d$(25 TO 27)+d$(34 TO 36)+d$
(43 TO 45)+d$(52 TO 54)+d$(61 TO
 63)
 260 NEXT q
 270 CLS : LET y=10: LET x=0
 280 INK 3: LET t$=" YOUR CARD I
S....."
 290 GO SUB 360
 300 LET t$=b$(10 TO 11)
 310 PLOT 151,79: INK 0: DRAW 0,
41: DRAW 26,0: DRAW 0,-41: DRAW
-26,0
 320 FOR x=7 TO 11: PRINT  INK 2
; FLASH 1;AT x,19;"UUU": NEXT x
 330 PAUSE 50: FOR x=7 TO 11: PR
INT AT x,19;"   ": NEXT x
 340 PRINT AT 7,19; FLASH 1; INK
 1;t$;AT 9,20; INVERSE 1; INK 3;
t$;AT 11,19; INVERSE 0; INK 2;t$
 350 PRINT AT 20,0;"PRESS ANY KE
Y TO CONTINUE."; PAUSE 0: CLS :
GO TO 10
 360 REM ****************
 370 LET base=PEEK 23606+256*PEE
K 23607
 380 FOR c=1 TO LEN t$
 390 LET cde=CODE t$(c)
 400 LET address=base+8*cde
 410 FOR r=0 TO 15 STEP 2
 420 POKE USR "s"+r,PEEK address
 430 POKE USR "s"+r+1,PEEK addre
ss
 440 LET address=address+1
 450 NEXT r
 460 PRINT AT y,x+c-1;CHR$ 162;A
T y+1,x+c-1;CHR$ 163
 470 NEXT c
 480 RETURN
 490 REM ****************
 500 RESTORE 550: FOR n=1 TO 5:
READ k$
 510 FOR f=0 TO 7
 520 READ a: POKE USR k$+f,a
 530 NEXT f: NEXT n
 540 RETURN
 550 DATA "u",87,155,87,155,87,1
55,87,155
 560 DATA "h",0,0,54,62,28,8,0,0
 570 DATA "d",0,0,8,28,62,28,8,0
 580 DATA "c",0,0,28,42,62,42,8,
0
 590 DATA "s",0,0,8,28,62,54,8,0
```

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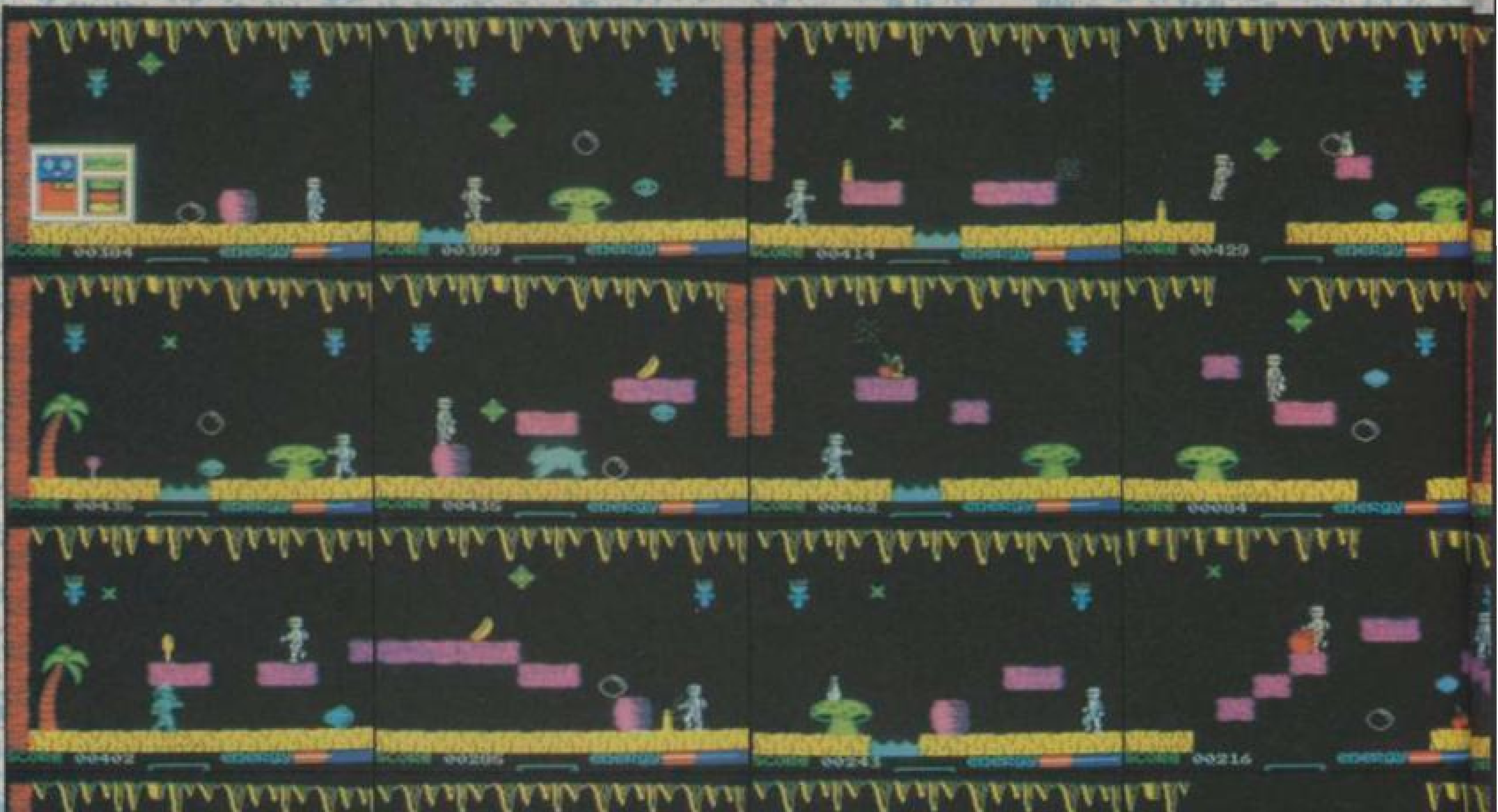
Here we present screen shots of the whole of level one of the game plus some general hints which should help you move deeper into the adventure.



Helpful Hints

The three envelopes that must be collected are located in level three of the game.

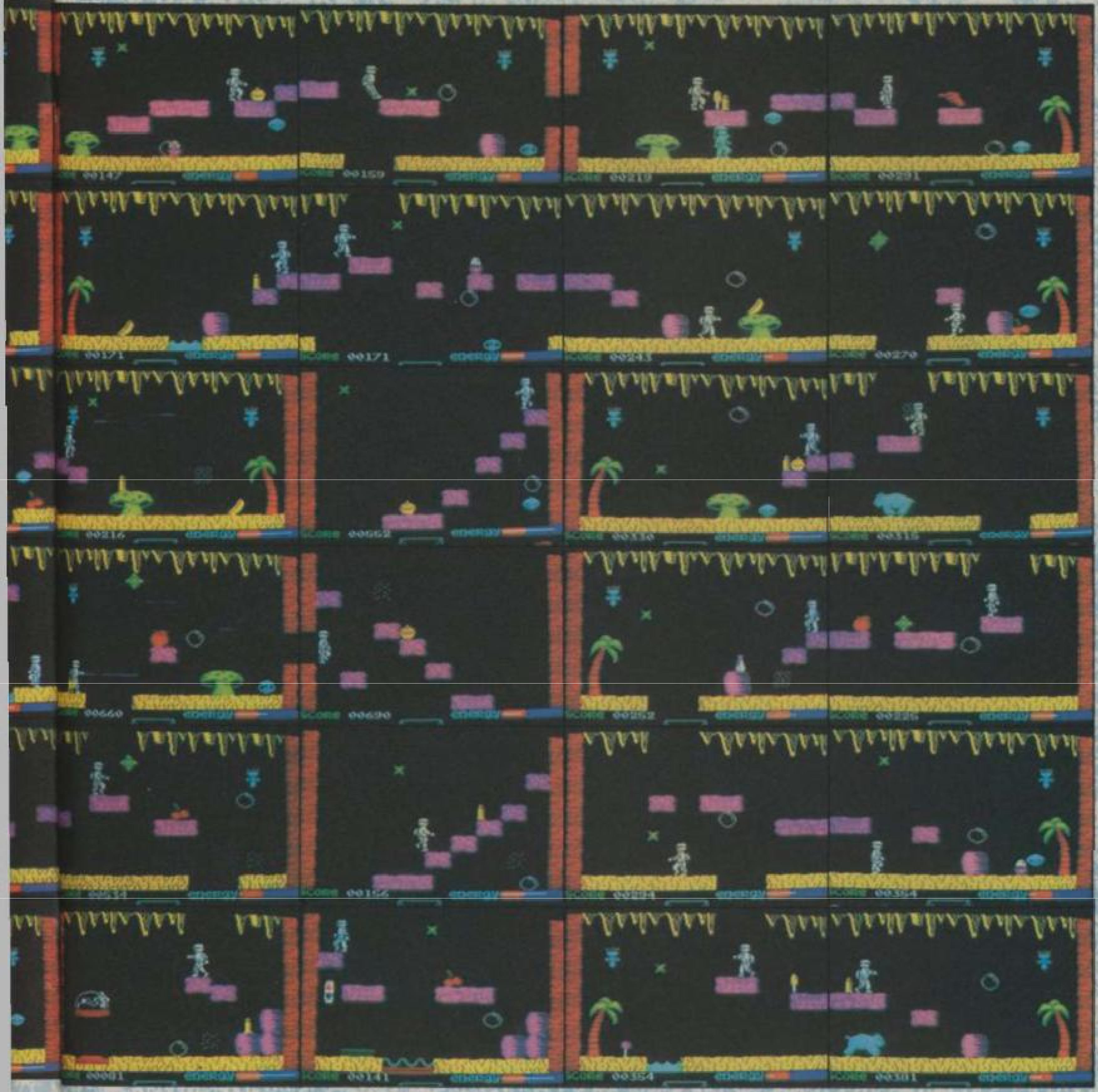
These must be collected and then returned to the Master Computer which is found in the caverns.

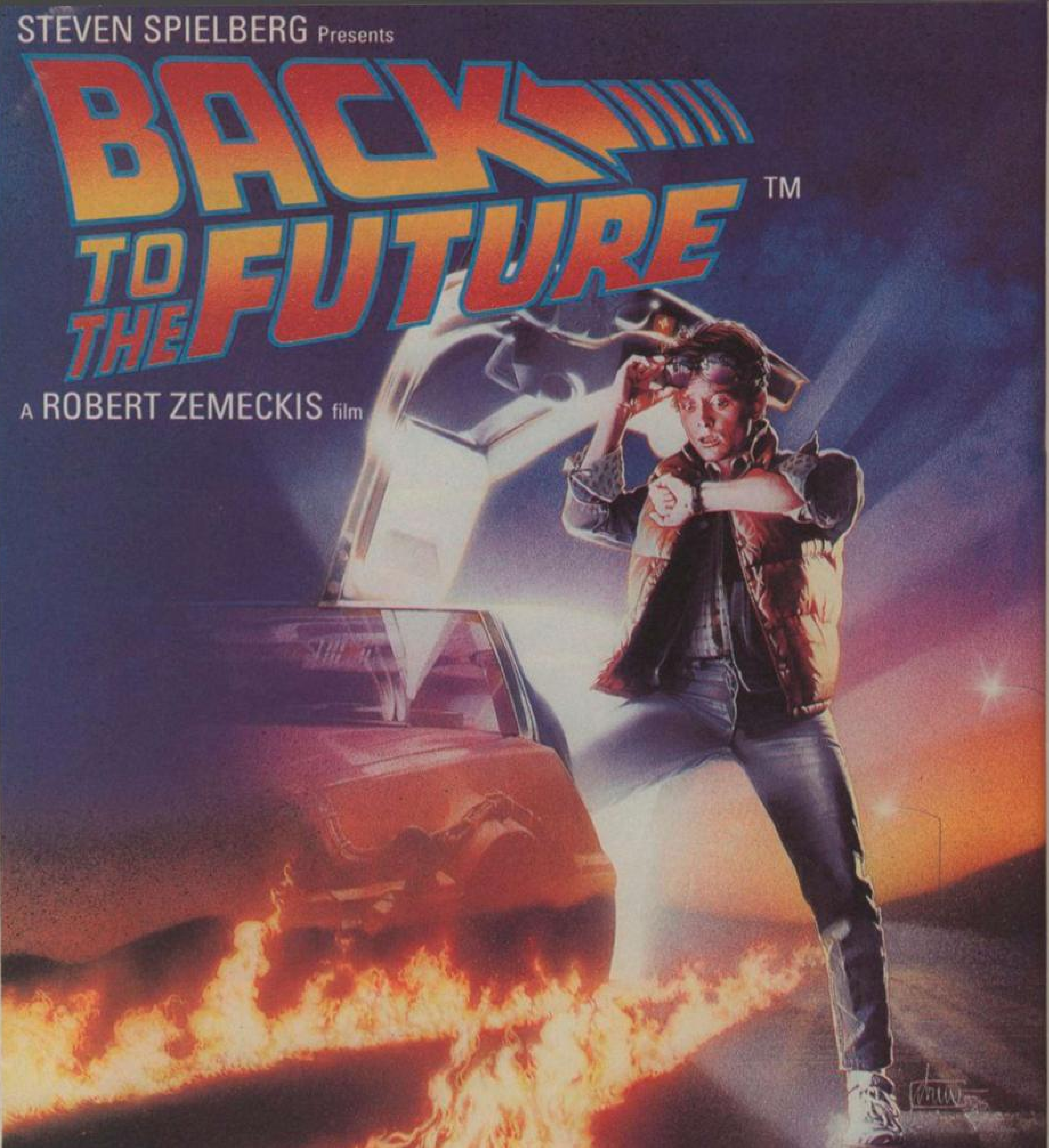
You can only carry three objects at a time and you will need to carry a Power Supply Unit to enable you to work the teleport in the Test Centre, to return to the caverns. Carrying the gun is very useful and you will have to return to the Test Centre at least once more. So do not eat food recklessly, although some of it will be replaced, there will not be enough unless you are frugal.

The only route to the Test Centre is by using the buggy and the only return route is via the teleport. The buggy is situated beyond the traffic lights and the moving conveyor belt at the bottom of the caverns.

There are two sets of traffic lights in the game, one at either end of the tunnel. For the traffic lights to change from red to green, you will need two objects which are hidden in the caverns. So as not to make this map a giveaway we have removed these objects.

The gun has been dropped in a place where it is not usually found. Once you have picked up the gun, to operate it you then collect the numerous bullets which are scattered around the game. Each bullet is worth twelve shots, but once more, do not pick them all up at once.





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DEAR BUG HUNTERS

A NOTE FROM YOUR EDITOR:
Even if he does consider himself to be an ace reporter, that wimp **Rik Link** has failed in the line of duty this month, and naturally he has been severely reprimanded.

All that I ask of him is that he obtains the info from the Bug Hunters, since they don't seem disposed to give us the information openly.

Rik really does manage to come up with the most ludicrous excuses for his failings. This month he game me some cock-and-bull story about entering the **Recreation Room** disguised as a large, bright orange beach ball. "I just rolled right on in!" he told me. Unfortunately, it would seem that all four Bug Hunters were away on some important mission at the time, and Rik had a severe case of premature deflation before they returned.

Well, I don't know whether you really believe that sort of rubbish, but the fact of the matter is, he's got nothing to report.

Never fear. Following in the footsteps of the greatest editors of our time, I bring you something equally stupendous. Well, were the truth to be known, it's a darned sight more stupendous than Rik's column.

Introducing an international element to the proceedings. I'm proud to present a super-fast TURBO LOADER for the Commodore 64 microcomputer (passed on to me by kind permission of **Big Red**). Written by Luc Pycke from Belgium, this utility will greatly increase the speed of loading, saving and verifying tape-based programs.

Having typed in the program, which includes a checksum for the mass of data to ensure that you've got everything right, just save the program to tape. Then, if run, it'll have worked correctly if you get a message telling you that: L is the new LOAD command, S is the new SAVE command, V is the new VERIFY command.

These work in exactly the same way as the normal commands, but quite remarkably faster.

For instance, if you try to LOAD and SAVE this program, it'll take about 70 seconds, using the new commands, these operations only take about ten seconds!

Hopefully you won't be hearing from me next month. Rik Link reckons he'll soon have himself free of the all-enfolding plastic ball, and assures me that he already has a new foolproof plan of infiltration. He'd better!!

```
0 REM SUPER FAST LOADER FOR THE CBM 64
1 REM BY LUC PYCKE
2 LP=0:CVS=50000:POKE646,2:POKE53280,1:P
OKE53281,1
3 PRINTCHR$(147):PRINT:PRINT"PLEASE WAIT
...":PRINT:PRINT
10 FORI=CVSTOCVS+896:READA:LP=LP+A:POKEI
,A:NEXT
20 DATA169,91,141,8,3,169,195,141,9,3,96
,32,115,0,240,4,201,95,240,3,76,231
30 DATA167,32,115,0,201,83,240,11,201,76
,240,16,201,86,240,21,76,8,175,32
40 DATA115,0,32,240,195,76,174,167,32,11
5,0,32,224,196,76,174,167,32,115,0
50 DATA32,227,196,76,174,167,0,0,0,0,0,0
,0,0,0,0,0,0,83,85,80,69,82,77,79
60 DATA78,32,54,52,13,0,0,0,0,0,0,0,0,0,
0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
70 DATA0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
80 DATA0,0,0,0,0,0,0,0,0,162,5,134,171,32,
212,225,162,6,181,42,149,171,202,208
90 DATA249,32,36,245,32,163,246,32,125,1
96,32,145,196,165,183,24,105,1,202
100 DATA32,177,196,162,8,165,172,0,32,17
7,196,162,6,200,192,5,234,208,242,160
110 DATA0,162,6,177,187,196,153,166,3,16
9,32,202,32,177,196,162,5,200,192,187
120 DATA208,237,169,2,133,171,32,165,196
,152,32,177,196,152,213,162,7,234,177
130 DATA172,32,177,196,162,3,230,172,208
,4,230,173,202,202,165,172,197,174
140 DATA165,173,229,175,144,231,234,165,
215,32,177,196,162,7,136,208,246,200
150 DATA132,192,88,24,169,0,141,160,2,76
,167,252,160,0,132,192,173,17,208,41
160 DATA239,141,17,208,202,208,253,136,2
08,250,120,96,160,0,169,2,32,177,196
170 DATA162,7,136,192,0,208,244,162,5,19
8,171,208,238,152,32,177,196,162,7
180 DATA136,208,247,202,202,96,133,189,6
9,215,133,215,169,8,133,163,6,189,165
190 DATA1,41,247,32,211,196,162,17,234,9
,8,32,211,196,162,14,198,163,208,233
200 DATA96,202,208,253,144,5,162,11,202,
208,253,133,1,96,162,0,44,162,1,164
210 DATA43,165,44,134,10,136,167,132,195
,133,196,32,212,225,32,253,196,32,122
220 DATA225,76,116,164,32,97,197,165,171
,201,2,240,8,201,1,208,243,165,185
230 DATA240,10,173,60,3,133,195,173,61,3
,133,196,32,80,247,32,228,255,240,251
240 DATA32,66,158,156,165,240,11,136,177
,187,217,65,3,208,208,152,208,245,132
250 DATA144,32,210,245,173,62,3,56,237,6
0,3,8,28,101,195,133,174,173,63,3,101
260 DATA196,40,237,61,3,133,175,32,118,1
97,165,189,60,215,5,144,240,4,169,255
270 DATA133,144,76,169,245,32,175,197,20
1,0,240,249,133,171,32,221,197,165
280 DATA175,200,192,192,208,246,240,45,3
2,175,197,32,221,197,198,167,208,2
290 DATA165,195,209,195,240,2,134,144,69
,215,133,215,230,195,208,2,230,196
300 DATA165,195,197,174,165,196,229,175,
144,221,32,221,197,32,125,198,200,132
310 DATA192,88,24,169,0,141,160,2,76,187
,250,32,23,248,32,125,196,132,215,169
320 DATA7,141,6,221,162,1,32,240,197,38,
189,165,189,201,2,208,245,160,9,32
330 DATA221,197,201,2,240,249,196,189,20
8,232,32,221,197,136,208,246,96,169
340 DATA8,133,165,32,240,197,38,189,234,
234,234,198,163,208,246,165,189,96
350 DATA169,16,44,13,220,240,251,173,13,
221,142,7,221,72,169,25,141,15,221
360 DATA104,74,74,96,0,255
370 IFLP<>83796THENPRINT"ERROR IN DATA!"
:STOP
380 PRINT:PRINT"_L = LOAD":PRINT"_S = SA
VE":PRINT"_V = VERIFY":PRINT
390 SYS CVS:NEW
```

Got a problem? Feel the need of a bit of help and assistance? Then why not write to the Bug Hunters at Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

NEWS FROM LLAMA-LLAND (Hants)

The range of hairy software continues to grow with...

BATALYX: Six linked games, each of which can be played in its own right, integrated into a multi-game package. Once play is started the player can jump between the six sub-games. The six include an enhanced version of ATTACK OF THE MUTANT CAMELS and a stripped-down PSYCHEDELIA - the remainder are completely new games concepts. The computer keeps track of each game and returns the player to the correct point of play on re-entry.

BATALYX is marketed under the LLAMASOFT name and logo by ARIOLASOFT, a mutually-agreed experiment to apply ARIOLASOFT's marketing expertise to one of JEFF MINTER's individually-styled games epics-

£9.95 on tape, £12.95 on disc

****

YAK's PROGRESS: A fascinating collection of Jeff's work for the '64, illustrating the development of the Llamasoft game style. Including such classics as MATRIX, REVENGE OF THE MUTANT CAMELS, SHEEP IN SPACE and ANCIPITAL - eight games in all - great value both in cash and entertainment terms.

In presentation box, with JM's historical notes -
£9.45 on 2 tapes, £11.95 on disc

****

COLOURSPACE: The COLOURSPACE software is a development of Jeff's PSYCHEDELIA programmes, the evolution of a unique form of computer entertainment. Anyone who can use a joystick can enjoy COLOURSPACE, creating a dazzling kaleidoscope of flowing chromatic patterns.

Great to play to music, great to play at parties!

COLOURSPACE is now available for 3 machines -

- ★ BBC - at £7.95 on tape
- ★ ATARI 8-bit (including HE130) - £7.50 on tape
- ★ ATARI ST 520 - £19.95 on 3.5" disc (with manual)

The 'ST' version is definitely a bit (in fact, 16 bits) special.. with a host of ZARJAZ effects, including spectacular, dynamic, background and foreground graphics, starfields, gravity effects, fire fountains and more, more, more...

****

LLAMASOFT

ZARJAZ SOFTWARE

LLAMASOFT 49 MOUNT PLEASANT, TADLEY, HANTS (TEL. 07356 4478) SAE FOR CATALOGUE & NEWSLETTER

THE SOFTWARE CHART

Hot off the presses is the latest *C + VG Gallup Software Top 30*. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest *C + VG* charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-em-up, karate game or boxing program you want. It's a knock-out.

• FEBRUARY

TOP 30/ALL FORMATS

• THIS MONTH	• LAST MONTH	• GAME	• MACHINE	• MANUFACTURER	• WEEKS IN CHART
1	—	**Commando**	SP, C64, AMS	Elite	—
2	21	**Elite**	SP, C64, AMS, BBC	Firebird/Acornsoft	8
3	—	**They Sold a Million**	SP, C64, AMS	Hit Squad	—
4	1	**Way of the Exploding Fist**	SP, C64, AMS	Melbourne House	8
5	—	**Yie Ar Kung Fu**	SP, C64	Imagine	—
6	7	**Formula One Simulator**	C64	Mastertronic	8
7	—	**Winter Games**	SP, C64	US Gold	—
8	—	**Computer Hits (10)**	C64	Beau Jolly	—
9	—	**Rambo**	SP, C64	Ocean	—
10	8	**Finders Keepers**	SP	Mastertronic	8
11	—	**Back to Skool**	SP, C64	Microsphere	—
12	—	**Beach-head 2**	SP, C64	Access/US Gold	—
13	—	**Little Computer People**	SP	Activision	—
14	17	**Monty on the Run**	SP, C64	Gremlin Graphics	4
15	—	**Tomahawk**	SP, C64	Digital Integration	—
16	18	**BMX Racers**	SP, C64	Mastertronic	8
17	—	**Action Biker**	SP	Mastertronic	8
18	2	**Frank Bruno's Boxing**	SP, C64	Elite	8
19	—	**Arcade Hall of Fame**	SP, C64	US Gold	—
20	—	**International Karate**	SP, C64, AMS	System 3	—
21	—	**Fight Night**	C64	US Gold	—
22	—	**Last V8**	SP	Mastertronic	—
23	—	**Saboteur**	SP	Durell	—
24	3	**D. Thompson's Super Test**	SP, C64	Ocean	8
25	—	**Robin of the Wood**	BBC	Odin	—
26	—	**Gyroscope**	SP, C64	Melbourne House	—
27	16	**Impossible Mission**	SP, C64	Epyx/US Gold	4
28	—	**Rockman**	SP	Mastertronic	—
29	6	**Fighting Warrior**	SP, C64	Melbourne House	8
30	—	**Vegas Jackpot**	SP	Mastertronic	—

AMSTRAD/TOP 10

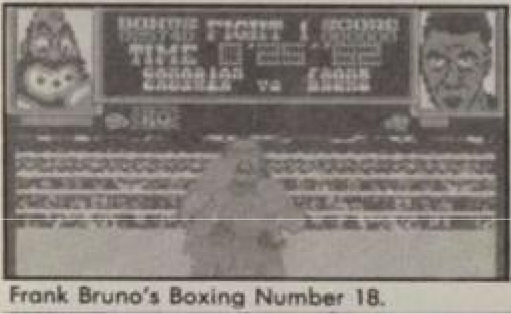
1	**They Sold a Million**/Hit Squad
2	**Grand Prix 3D**/Sotware I
3	**Formula 1 Simulator**/Mastertronic
4	**Finders Keepers**/Mastertronic
5	**Soul of a Robot**/Mastertronic
6	**Yie Ar Kung Fu**/Imagine
7	**Nonterraqueous**/Mastertronic
8	**Chiller**/Mastertronic
9	**Raid!**/US Gold
10	**Way of the Exploding Fist**/MH

SPECTRUM/TOP 10

1	**Elite**/Firebird
2	**Commando**/Elite
3	**Back to Skool**/Microsphere
4	**D. Thompson's S.T.**/Ocean
5	**Monty on the Run**/Gremlin G.
6	**Saboteur**/Durell
7	**Tomahawk**/Digital Int.
8	**Int. Karate**/System 3
9	**Way of the Exploding Fist**/MH
10	**They Sold a Million**/Hit Squad

C64/TOP 10

1	**Winter Games**/US Gold
2	**Commando**/Elite
3	**Rambo**/Ocean
4	**Last V8**/Mastertronic
5	**Little Comp. People**/Activision
6	**Fight Night**/US Gold
7	**Summer Games 2**/Epyx/US Gold
8	**They Sold a Million**/Hit Squad
9	**Who Dares Wins 2**/Alligata
10	**Monty on the Run**/Gremlin Grap.



Frank Bruno's Boxing Number 18.

Spy vs Spy creeps upwards.

MACHINE KEY

SP = SPECTRUM
C64 = COMMODORE 64
AMS = AMSTRAD
BBC = BBC
AT = ATARI
ELEC = ELECTRON
ENT = ENTERPRISE

COMPILED BY GALLUP

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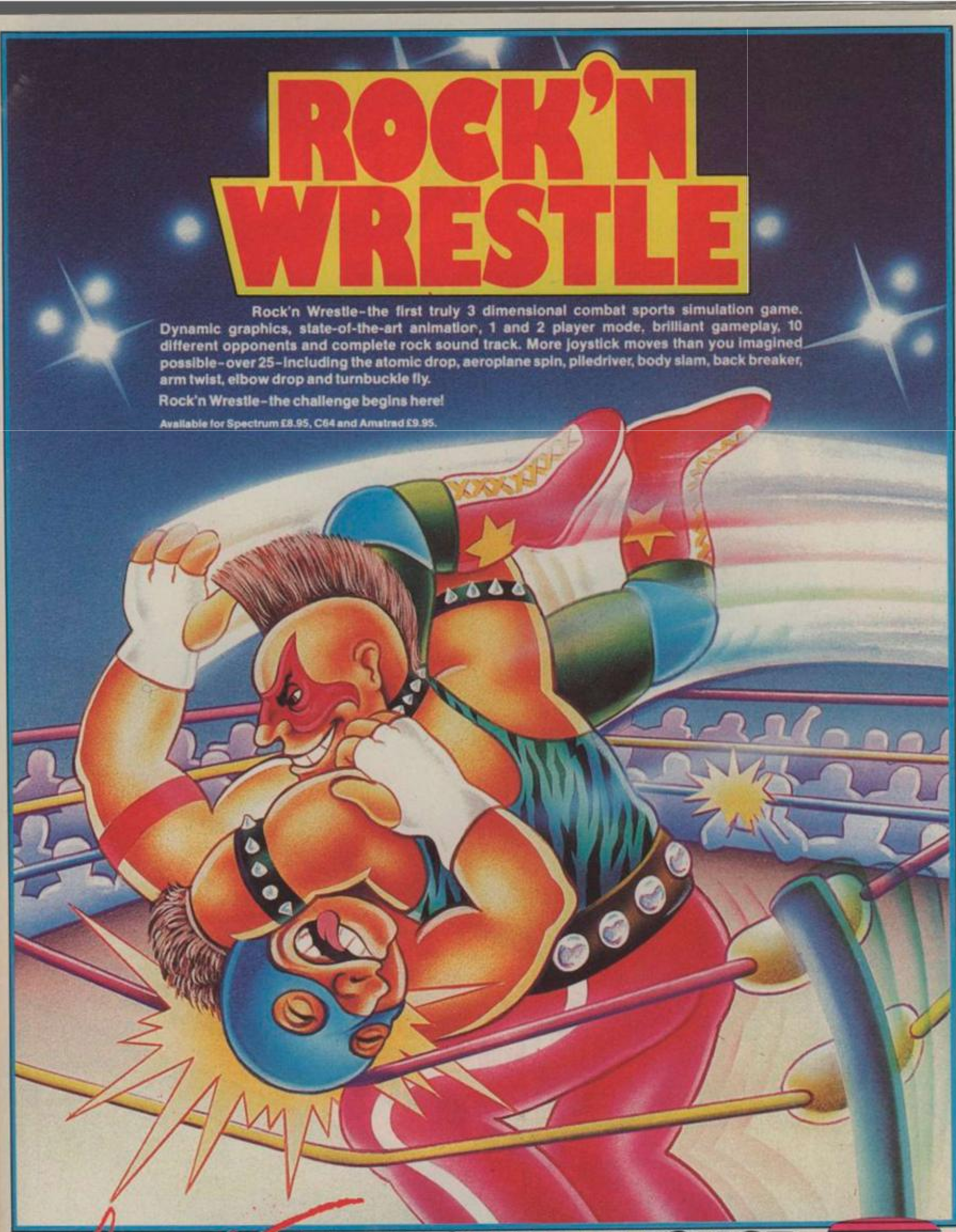
Rock'n Wrestle–the first truly 3 dimensional combat sports simulation game. Dynamic graphics, state-of-the-art animation, 1 and 2 player mode, brilliant gameplay, 10 different opponents and complete rock sound track. More joystick moves than you imagined possible–over 25–including the atomic drop, aeroplane spin, piledriver, body slam, back breaker, arm twist, elbow drop and turnbuckle fly.

Rock'n Wrestle–the challenge begins here!

Available for Spectrum £8.95, C64 and Amstrad £9.95.



From **MELBOURNE HOUSE**

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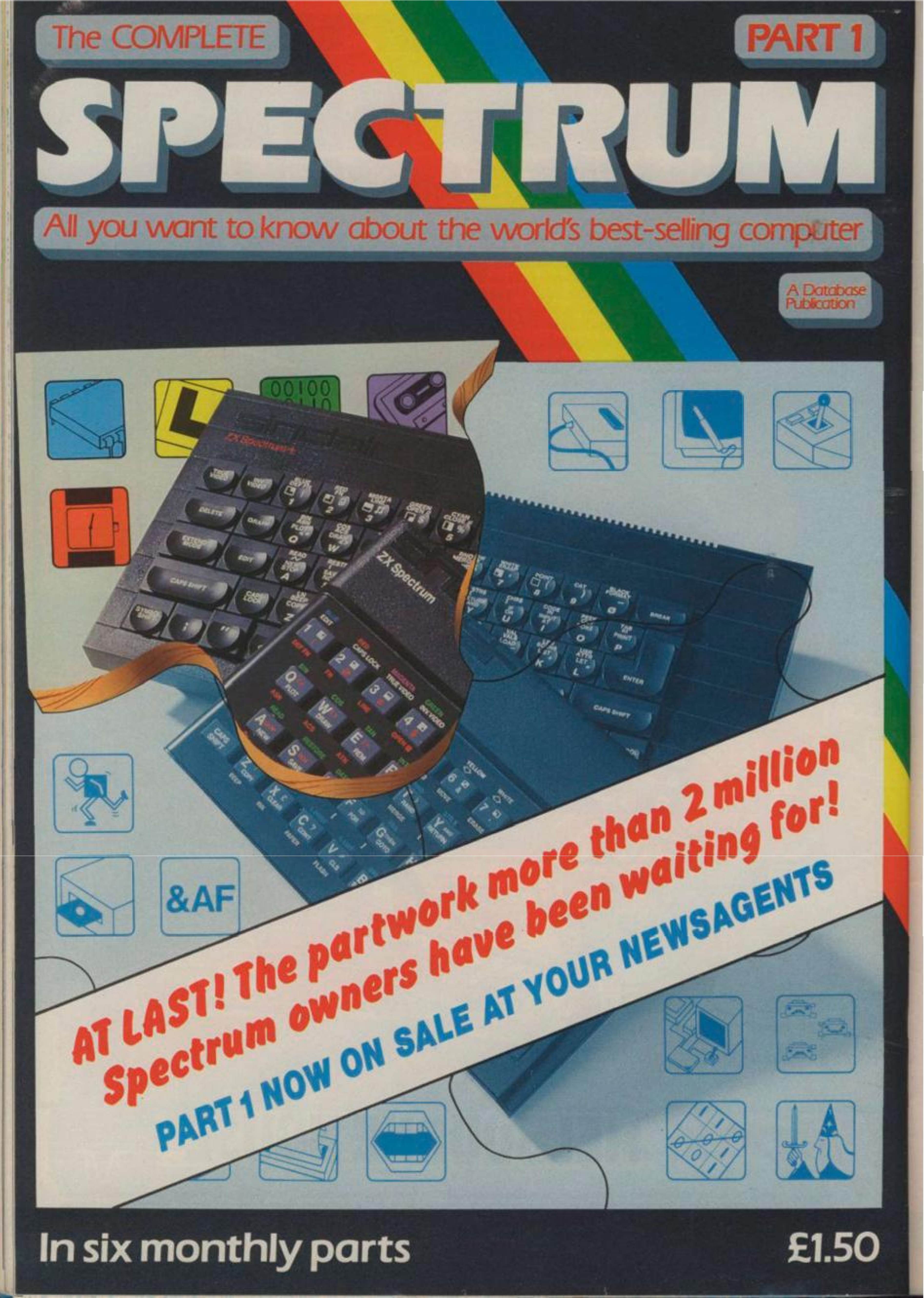
Robinson Ltd., 89 High St., Huntingdon. Jones Computers Ltd., Canterbury Computer Centre, 56/57 Palace Street. Star Video, 138 High Rd., Beeston, Nottingham. Lansdown Computer Centre, 1 Lansdown Crescent, Bournemouth, Dorset. Gamer, 71 East Street, Brighton, East Sussex. Helston Computer Centre, Helston Arcade, 22 Coiurge St., Helston, Cornwall. Electron Equip, 36–38 West Street, Fareham, Hants. North Notts. Computer Centre, 37A Outram St., Sutton-in-Ashfield, Nottingham. Softcentre, 2 Bruntsfied Place, Edinburgh, Scotland. Miles Better Software Ltd., 221 Cannock Rd., Chadsmore, Cannock, Staffordshire. Posi-Tron Computing, 15 Central Precinct, The Market, Llanelli, Dyfed. Northwich Home Computers, 79A Witton Street, Northwich, *Cheshire. Mighty Micro, 268 Wilmslow Rd., Fallowfield, Manchester. Topsoft Computer Software, 3 Hambletonian Yard, Stockton, Cleveland. P&H Electronics Ltd., Radio House,* 22/24 Guildford Rd., Bagshot. Patrick McNulty & Sons, 24/26 Belmore Street, Enniskillen, Northern Ireland. Long Eaton Software Centre, 91 College St., Long Eaton, Nottingham. Fidget Computerware, 150 Desborough Rd., High Wycombe, Bucks. The Micro Workshop, 12 Station Approach, Epsom, Surrey. KK Stationers, 187 Edgware Road, London W2. Trowbridge Computer Shack, 8 Timbrell Street, Trowbridge, Wilts. Computers Plus, 65 High Street, Sittingbourne, Kent. Alan Sinclair, 9–11 Church Street, Basingstoke, Hampshire. Business Information Systems, Swan Square, Bridge St., Haverfordwest, Dyfed. Adrians Records, 36 High Street, Wickford, Essex. Sweetons Bookshops Ltd., 48 Fishergate, Preston, Lancs. Stockton Software, 10 South Road, Norton on Tees, Cleveland. Computer Centre, 17 Campbell Street, Belber, Derbyshire.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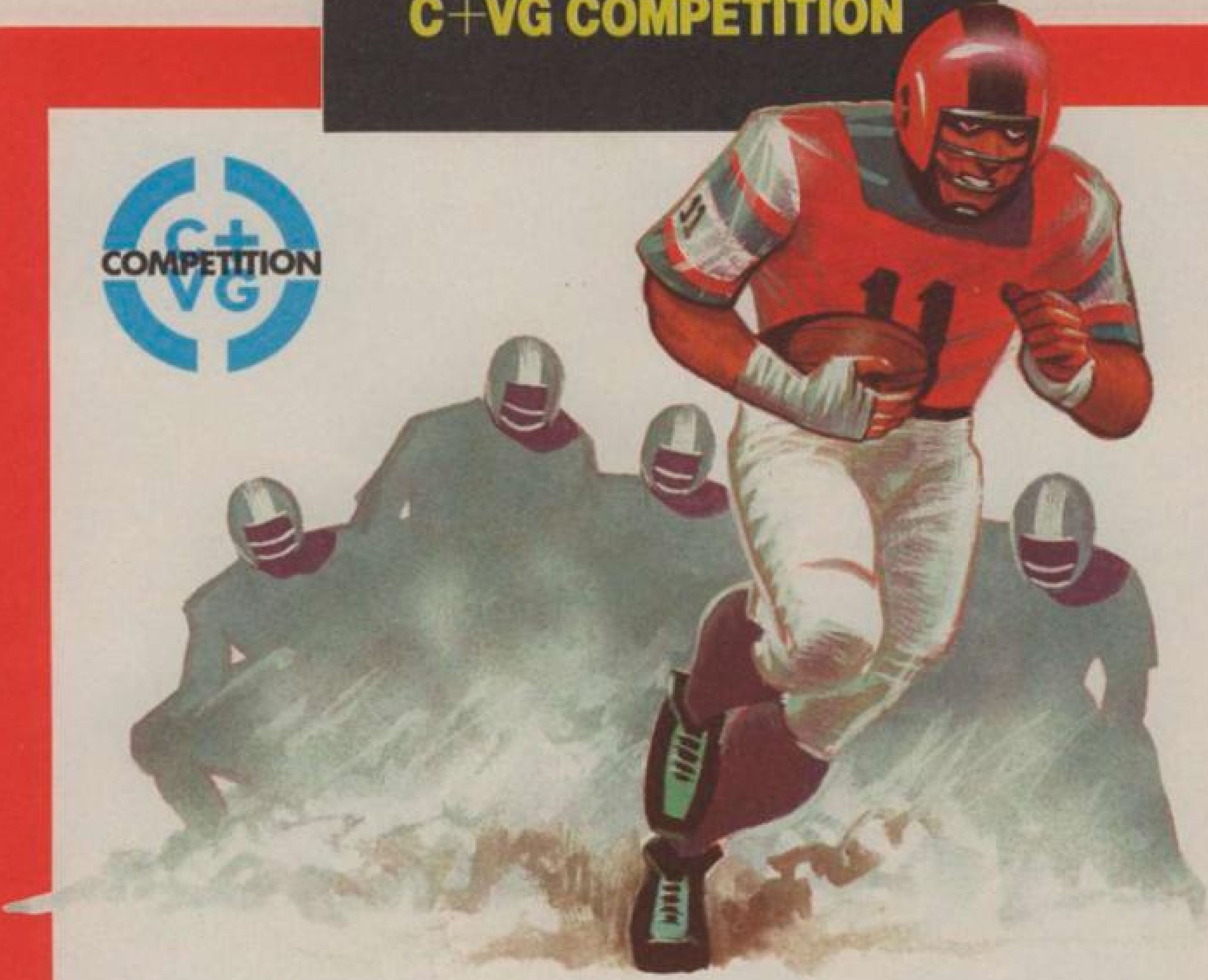


It's rough, tough and very exciting. What is it? American Football, of course.

And Ocean hope to capture all the excitement of this complex sport with the release of their game Superbowl which should be hitting the shops right now.

So you don't miss out on the all-American action, *C+VG* and Ocean have come up with a superbowl competition for you to enter.

And we've got some great prizes for all you Spectrum, Amstrad and Commodore 64 owners.

The first 30 correct answers — 10 for each machine — picked will receive a copy of Superbowl plus a great American Football hat and sweatshirt. The next 45 correct answers for each machine will just get the game.

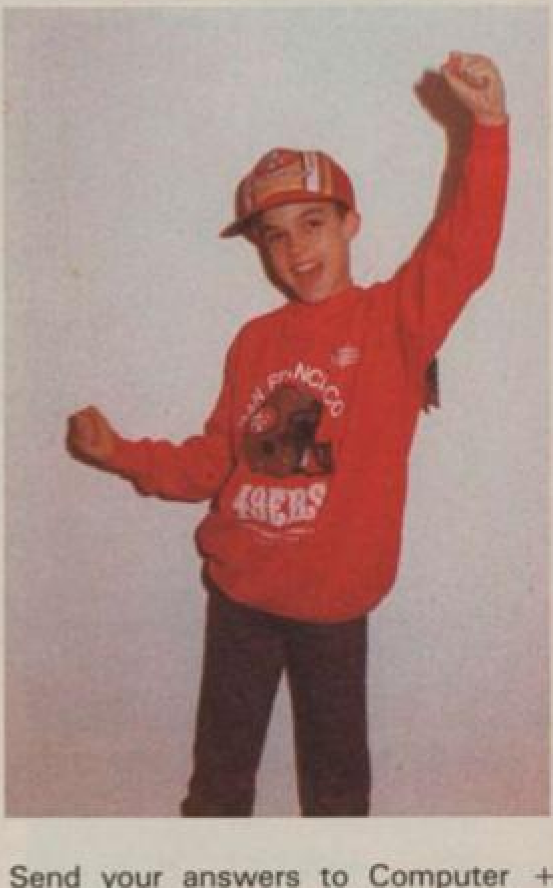
All you have to do to stand a chance of winning is to give the full names of the following teams.

Washington________________
New York________________
Dallas________________
Miami________________
New England________________

C+VG/IMAGINE SUPERBOWL COMPETITION

Name________________
Address________________

Tick your make of computer and sweatshirt size
Spectrum ☐ Amstrad ☐ CBM 64 ☐ Small ☐
Medium ☐ Large ☐



Send your answers to Computer + Video Games, Superbowl Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 16th February and the editor's decision is final.

The return of the legendary crusader - skilfully fencing through screens of mystery and danger!

Zorro

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RICHARD DONNER
Production

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COMMODORE 64 · ATARI · SPECTRUM 48K · AMSTRAD · BBC

C+VG ADVENTURE NEWS

WELCOME TO STEVE

This month we welcome an adventurer of some years' experience, Steve Donoghue, to join the Helpline team to help us cope with the ever-increasing volume of readers' letters. Steve, who lives in Sunderland, will also be contributing to the Adventure Reviews section on a regular basis.

Steve is hardly a stranger to *C+VG* readers. His name first appeared in the November 1983 issue, in connection with an apparently immovable horse in Scott Adams' **Ghost Town.**

Desperate and heart-rending letters from Steve, for help with **Ghost Town,** regularly fell upon the *C+VG doormat.*

So critical did I diagnose his condition to be, that only the most drastic treatment could be considered — I sent him my home phone number, which he used late at night when the malaise gripped him.

He was, in fact, suffering from a Lack of Locations Syndrome, about which he was later to report, in the March 1985 issue.

Steve has written reviews from time to time, and his most recent contribution to *C+VG* was a feature on mapping in the December **Book of Adventure,** in which he took a most original approach to advise readers on techniques for improving their adventure map-making skills.

ORCSBANE

C+VG reader Nick Walkland was planning a new adventure 'Fanzine' called **Orcsbane** for some time and wrote to warn me about it. Before I could catch the postman and tell him to push off, he had slipped a copy through the *C+VG* letter box!

I therefore felt obliged to leaf through it in a rare moment of idleness, and my first impression was how thick it seemed for a mere 50p. I soon discovered that was because the crafty Nick had stapled one set of pages in twice!

Perhaps it was coincidence that the doubled-up pages contained a review of Adventure Clubs by 'Rob'. The *C+VG* Adventure Club comes bottom of Rob's list — '. . . this isn't worth the paper it's printed on . . . he has the best Adventure Corner in any British magazine, and the worst club effort . . .' However, Nick, the Ed., intervened to add: 'Actually, the *C+VG* Club works out for the postage only . . .' I don't know whether to feel insulted or complimented!

The first issue of **Orcsbane** contained 28 pages (32 if you count the extras!), costs 50p, and is run on a non-profitmaking basis. Containing about 10 reviews of adventure games ranging from 'getting on a bit' to 'right up to the minute', it also has its own Helpline, a number of feature articles, and a well-drawn cartoon strip featuring 'Shermlock Shomes'.

There is artwork throughout, which breaks up the fairly dense text — making it more digestible, and a zany streak of humour running through it's pages, which gives it a nice 'clubby' atmosphere.

Altogether, I was impressed. If you are interested in getting hold of the next bi-monthly-ish issue, send a 50p postal order to Nick Walkland, 84 Kendall Road, Sheffield S6 42H.

THE DECEMBER BOOK OF ADVENTURE

Did you spot the deliberate mistakes? Deliberate? Well, er . .

WHERE WAS BUCKAROO?

We referred to a sneak preview of **Buckaroo Banzai** on page eight of the supplement. That was the dreaded Metcalfe's wishful thinking — space limitations prevented the preview from appearing! But to make up for it, read all about **Buckaroo** — plus a few other games that have not appeared in the UK — in this issue!

VILLAGE OF LOST SOULS

In the review of this BBC Adventure, we omitted to mention that it is available by mail order only from the publishers, Magus, 4 Toronto Close, Durrington , Worthing, W. Sussex BN13 2TD, price £9.95 including postage and packing.

MAIL BAG

Dear Keith,

I own a TI994/A and the new Enterprise machine. I have almost exhausted the supply of Scott Adams Adventures for the TI, and I must recommend the module **Return To Pirate's Isle.** It is great, the only one with 'stunning graphics' for the Texas.

Do you know if Adventure International are planning to convert any of Scott Adams games, especially the Questerobe series, onto the Enterprise? I have only been able to play these with Spectrum friends, and they are becoming more determined to solve them for themselves!

Enterprise adventures are not too plentiful at present, up to now I have only managed to obtain **Emerald Isle** and **Dungeon Adventure** from Level 9, which I have completed. Will you be producing reviews for the Enterprise, as I'm sure other owners would like more knowledge of adventures?

Ian Goodsall,
Norwich.

Keith's Reply:

Many companies do not support a machine until a minimum number of units have been sold in the UK. in order to secure a reasonable return for the cost of conversion and initial duplication costs. To their credit. Level 9 is unique in producing very quickly. conversions of their software for almost every micro that has a significant following.

There are no plans at present for Enterprise versions of the Questerobe series. but obviously. if more Enterprise computers are sold. more software will start to appear for it from different sources. Watch out for Mordon's Quest in an Enterprise format. That is one not to be missed. and is available now!

Dear Keith,

While we thank Jim Douglas for his review of our game, **Village of Lost Souls** in the December Adventure Supplement, we would like to reply to a couple of complaints he made.

Firstly, the reason for the confusion over location exits is, in fact, because he had fallen foul of one of the first traps in the game, which can have the effect he mentioned. Hint — The boots he found do not function as he thought.

Secondly, the program makes use of all the memory it can, but does not use any OS work areas. The only way we can think of a ROM interfering with play, is if it is active in the background and is relying on some Basic language storage locations.

If this is the case, perhaps Jim could let us know which ROMs he has, and we will do our best to rectify any problem they may inadvertently cause.

Martin Moore and Glen McCauley,
Magus,
Worthing.

Keith's Reply:

Jim's Beeb is stuffed to overflowing! He has Wordwise,- Graphics and Printmaster (all from Computer Concepts). Micronet. Viewdata (for bulk uploading to Prestel). Prestel (Acorn). AMX Mouse and DFS (Acorn). That's all he can think of for the moment. anyway!

Dear Keith,

We would like to thank Paul Coppins for his excellent review of our adventure — **Project X The Micro Man** (*C+VG* November). We were pleased to see that he played the same right the way through to the end, something which many reviewers tend not to do!

We were delighted that he thought the split-screen graphics were good, but unfortunately no credit was given to the co-author of the game, Jon Lemmon, who was responsible for these.

Project X was written using Gilsoft's **Quill** and **Illustrator** in conjunction with a new product from Gilsoft called **The Patch.** We were able to use this prior to its launch due to the fact that we know the author Phil Wade.

We are now working on a sequel to **Project-X,** and will send you a copy as soon as it's complete.

Jon Lemmon and Tim Kemp,
Compass Software,
Norwich.

Keith's Reply:

Ah. if we could but always play a game right to the end in time for a review! But Paul is our secret weapon. and he has most games wrapped up before the tape has had time to rewind! Looking forward to the sequel. and I hope we get the credits right next time!

C+VG ADVENTURE HELPLINE

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

HELP!

Got a problem? Don't suffer in silence. Write to Keith Campbell's Adventure Helpline,
Priory Court,
30-32 Farringdon Lane, London
EC1R 3AU.

PLEAS FROM PLAINTIVE PLAYERS

I have been getting letters about the **Fourth Protocol**. Perhaps we made a mistake in including the review of the game in the Adventure section. Although definitely a "mind game" it can't really be described as an Adventure.

This makes it difficult to catalogue the clues to dispense to readers, and so those players who are in trouble with the game should watch **Ideas Central** for tips on the strategy to adopt.

Meanwhile, the latest pleas come from L. Bailey of Egremont in Cumbria, who wants to know how to enter CECOM's files stored at Blenheim, and from Sean Connolly of Holywell, who asks: "What is the answer to Sir Anthony's question?"

Mark Rendle of Chessington is seeking Arka the dwarf, so that he can kill him, and thus finish off **Greedy Dwarf** as well. Dwarf followers — where is he?

Philip Baydell of Westerham in Kent, is still battling **El Diablero** a year after he was recommended it by Simon. Now he can stand being driven mad no longer, and is desperate to know how to kill the coyote, where he should dip the twig, where the beetles are, and how to get into the chasm after getting the skull. Now I see why Simon left in such a hurry.....!

"Tell Catface of Bexley he isn't paranoid," says Ruth Bingham. She has the same problem as him, in Arthurian **Eureka**, and is wondering if she might be able to use the cloak at the marsh.

"A person as omnipotent as your god-like self obviously has very important things to do, like making sure the sun rises in the morning etc.", *Hello, wait for it.* "But if you could find a nano-second or three to help one of your more worshipful and less intelligent subjects I will perform an extra special sacrifice to your all-powerful self. How do I survive the system of caves in the abysmal **Invincible Island**?" writes Mark Hardwidge of Tonypandy. "If I can find the cat, I will perform the sacrifice, although the fur still hasn't grown back since last time, you know!" he adds, in the worst possible taste.

Jason Nicholls has 100,000 things he would like to say when the genie says to him: "What is your wish, master?" But he doesn't know which one he should choose for his reply! He is in **The Magic Mountain**, where else?

James Smith was stuck up the loft in **Terrormolinos**, unable to escape. A silly problem this. An example of poorly thought out commands. What James needed was the word DOWN STEPS — a sentence without a verb, and a disgrace to any game that calls itself an Adventure. That's why I decided to answer James' problem "in the clear".

Can anyone tell Stuart Elflett (see News from Afar) where to find the Red Jewel in **Ring of Power**?

John Macciocci's main mission in life at present, is the electrifying **Mission 1**. He's having trouble with the ventilation shaft to the first floor, which he cannot escape without a severe dose of electrocution.

Another electrical problem is a fence, and this time the came is **Upper Gumtree**. How can Steve King of Poole get Wally's gloves and turn the fence off? Steve adds that he cannot get any help from the Gypsy, despite crossing her palm with silver and giving her a teacup. "I find Upper Gumtree a very good game, but have never seen it mentioned anywhere," writes Steve. Look up the April 85 issue, Steve, and you'll find the review! Where have you been?

Richard Greenwood of Stockport has got a few riddles that are making **Riddler's Den** live up to its name! He thinks that the plinth and the mouthwash will help him to get past the fallen gargoyle with the sore throat. To this end, he seeks advice on how to get the plinth and the red dragon.

A problem of a different sort comes from Ann Roest. Recently retired, she seeks not only the whereabouts of the mouse in **Sphinx**, but also adventure freaks in the Chalfont St. Peter area of Buckinghamshire! Write to me c/o the Helpline, and I will pass your letters on to Ann.

Just while he was trying to get the Aramaic phrase book, a tree fell on Toby Blake's head.

He tried his hand at getting hold of the jester's hat, only to find himself frizzled into a pile of bath salts!

Of course, he was playing **Quest for the Holy Grail**, and this dotty game is sending him potty! Who can help him with a translation and a laugh?

NEWS FROM AFAR

The "points bug" in **Castle of Terror** has a counterpart in **Pub Quest**, so writes Stuart Elflett from Toogoolawah. In case you're not quite sure, Toogoolawah is, of course, in Australia. "Keep moving west then east, and your score will climb," says Stuart!

Stuart runs an Adventure Club Newsletter in his native Queensland, with the help of Jamie Osborne of Western Australia, and he sent me a copy. With its own Helpline, the top adventures for unsolved problems down under at the moment are: Thermonuclear Wargames, Asylum, Hulk, Valkyrie 17, and Institute. Asylum comes in for a full page in Australian Commodore Review, in the form of a letter of tips and questions, sent in by Stuart.

From Italy I was sent two pages from VIDEO GIOCHI (Video Games) headed "L'AVVENTURA — La "pagina amica" per tutti gli avventurieri elettronici," which means the "friendly page" for all electronic adventurers. Giancarlo Fantechi of Como explains how the pages are laid out. There is a review, **Wishbringer** from Infocom, a list of "super-adventurers" — a sort of Hall of Fame, a selection of readers adventure problems, and hints.

It's all very like our own adventure scene.

The current games troubling readers are similar, too, featuring Zork, Aztec Tomb, Golden Baton, Planetfall, and Zim Sala Bim.

But there is one section that intrigued me: Piccolo dizionario dei sinonimi. This is a list of English verbs commonly used in Adventure games, with their Italian infinitives, followed by a list of English synonyms.

So that's how they do it!

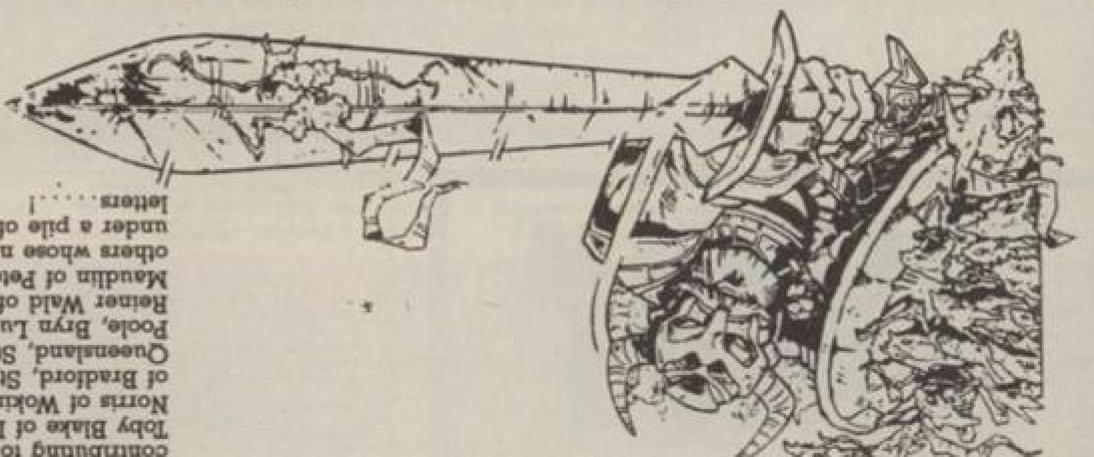
T-SHIRT ROLL OF HONOUR

T-shirts for interesting letters and extra-helpful hints, go to: Mark Renshaw of St. Helens, Robert Arnold of Whitchurch, Bryn Lucus of Colchester, Ann Roest of Chalfont St. Peter, and Giancarlo Fantechi of Como, Italy.

ADVENTURE

CLUES

Credits this month for contributing to the clues, from Toby Blake of Inverness, Tony Norris of Woking, Jason Nicholls of Bradford, Stuart Elflett of Queensland, Steve King of Poole, Bryn Lucas of Colchester, Reiner Wald of Bonn, Alan Maudlin of Peterborough, and others whose names got buried under a pile of readers letters.....!



HAMPSTEAD:

You need the lathe retaining bracket from the industrial estate, before getting on the train.

SHERLOCK:

Code for the ripped note:
A=I B=N E=U F=M G=D H=E I=V K=S L=O M=K N=A P=G Q=D R=B S=H T=R U=T V=W W=L X=P Y=P.
Code for the singed note:
A=M C=R D=B G=D I=O K=T L=W O=P P=L R=U S=A U=E W=S X=N Y=T Z=Y, and then read it backwards!

JEWELS OF BABYLON:

Unlock and open the door with the key. It's at the dead end, S and W of the pit. Be shadowed to canyon by crab, then shout! Then check north of rockpool.

VALKYRIE 17:

The key to Room 20 is hidden in a handbag.

MESSAGE FROM ANDROMEDA:

Cut the ropes to free the skeleton, for missiles to defeat the scaly thing. Wear gloves, get fungus — goodbye slug!

PUB QUEST:

Say something to get past the tramp.

ASYLUM 2 (TRS-80):

In the circular passageway is a wall that can be chopped down. After hacking the electrician to pieces and getting the fuse, try and kill the hypochondriac. Close all the doors, ten on each side, using the silver card, to get a present from the footsteps.

BORED OF THE RINGS:

You need to summon help to escape from the willow!

ZIM SALA BIM:

Check the Sultan's jacket to sleep in Sultan style,
Look at Sultan's fireplace to escape with treasure pile.

EUREKA ARTHURIAN:

To purchase a boat, take statuette from banquet hall, and have a good feast, but don't go upstairs!

FANTASIA DIAMOND:

Go and open the iron door, and get Boris to kill the guardian for you, or use his gun to do the deed yourself.

CASTLE OF TERROR:

Get a spear and have a break,
To find the Drac's heart-piercing stake.

GOOD BYTE

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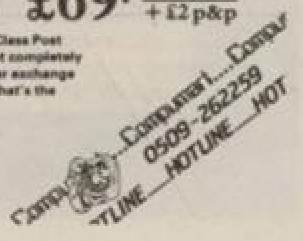

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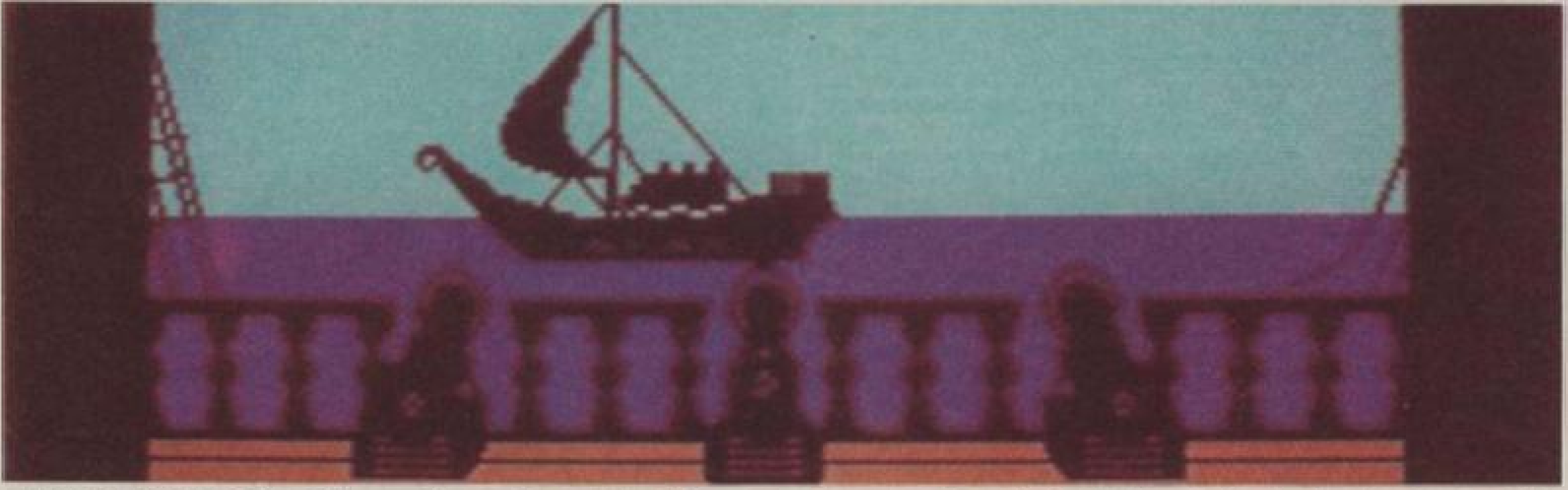
C+VG ADVENTURE REVIEWS/1

SEAS OF BLOOD



- **Supplier:** Fantasy Software/AI
- **Machine:** Commodore 64, Spectrum 48k, Amstrad
- **Price:** £9.95

Written by Mike Woodroffe and Brian Howarth, and based on the Fighting Fantasy series of books by Steve Jackson and Ian Livingstone, this is the first of a new adventure series on the Fighting Fantasy Software label, from Adventure International.

AI's Adventure System, using split screen text and in-memory graphics, is now familiar to many adventurers. It was used to create **Gremlins** and **Robin of Sherwood**, as well as the UK conversions of Scott Adams' games. It is slick and fast, providing an attractive framework upon which to build an adventure story, and stands up well in this new series.

You are the captain of the pirate vessel Banshee, and for a successful voyage you must return 20 treasures to the top of a mountain at the southern end of the Inland Sea. The sea is a seven by thirty grid, and the ship can be sailed by the commands SAIL (direction).

You can leave the ship to go pillaging on land — should you sight it! Mind you, on land you may not find the plundering too straightforward, for as well as some typical adventure problems, you are likely to meet some stubborn resistance from natives, ghoulies, and ghosties. Some of these attack, rather to my disappointment, zapped me right out of the game without warning. I suppose I should have known better than to annoy them!

During a fight, the program enters a combat mode in which the lower half of the screen depicts two dice and displays and updates the relative skill and stamina of the opponents, giving a commentary on the details of the battle. When on land the adventurer can chicken out and run, by hitting X, but at sea the fight must go on to the bitter end. During the many times I played the game luck was nearly always on my side. I am told there is worse to come, so perhaps it wasn't luck, but intended. However, I have never found computer 'fights' based on random numbers particularly credible, so I looked upon a fight as a somewhat risky way to obtain a treasure or find a hidden exit.

Sailing the seas can be interesting, for as well as finding land to explore, there are wrecks to be plundered and respectable ships to be burned and looted, not to mention skirmishes with other ships.

But all is not looting, pillaging and plundering — there are some real problems as well! What do the sea Sprites want? What's the best way to defeat a zombie? Aha, and there's 'the traditional red-herring in there somewhere, too' Mike Woodroffe told me!

All this combines with excellent graphics to make a very good adventure, easy enough to get into — but it's not so simple to tie things up on the mountain top!

Keith Campbell

● **Vocabulary**	8
● **Atmosphere**	8
● **Personal**	8

WINNIE THE POOH

- **Supplier:** US Gold/Sierra
- **Machine:** Commodore 64, Disk
- **Price:** £14.95

Unashamedly a game for kiddies, **Winnie the Pooh** is set in the Hundred Acre Wood. All the residents of the wood have lost something, and are waiting for someone to return it to them.

Become their hero, by returning all the objects, and have Christopher Robin and his friends throw a party in your honour!

Pooh starts in the company of Teddy and a pile of bricks in Christopher Robin's playroom, after a short title screen to the accompaniment of the well-known Winnie the Pooh tune. A novel feature is hidden in the toy box, for inside is a disk, and it is here to where the player must return to save the game position.

Once in the woods, when you meet up with one of the characters, you are given a clue about what object he wants. For example, Mrs. Kanga is neat and tidy, so if you come across a broom . . . And there's her son Roo, who loves playing in his sandpit.

When the correct object is dropped by the appropriate character, the player is rewarded with a little tune. However, the objects change from game to game, making this a game that can be played over and over, without being an exact repitition.

There are hazards too. If Tigger gets hold of you, he will bounce you to a random location. Sometimes the wind blows, (you can hear it) and scatters all the remaining objects to different locations. On other occasions, a mist comes down and you lose your sense of direction.

This is a very easy game for youngsters to play. After short text narratives, the player is given a number of options and suggestions about what to do next.

At the successful conclusion of the quest, Christopher Robin invites the player to his party — but the location has to be discovered! It is worth it, too, for here is a picture that is a joy to behold, and a tune to congratulate the junior adventurer.

The graphics are excellent, quick to load and draw (especially for a Commodore), full of colour, and in a cartoony style worthy of the Disney name on the label. Altogether, a game to be highly recommended for younger children not yet into full-blown adventure games.

Keith Campbell

● **Vocabulary**	N/A
● **Atmosphere**	8
● **Personal**	10

SOULS OF DARKON

- **Supplier:** Tasket
- **Machine:** Amstrad, Commodore 64, Spectrum
- **Price:** £7.95, cassette

The brief backgound story to this game is rather ludicrous, for you are cast as a bionic warrior on the planet Megron, laid waste by the evil Darkon. With nothing but a faithful robot watching over you, you are presumably (for it doesn't say as much) sent to find and overthrow Darkon.

The environment in which you find yourself will pass for good old mother Earth anyday, with trees and mushrooms, not to mention a log hut complete with woodman, the remains of a brewery, a blacksmiths, and the odd fountain and monument here and there.

The game takes a bit of getting used to, as the text is so horribly gothic that it is almost indecipherable at first.

The screen has an unusual layout, the top half describing the location in a narrative sort of way, with a picture below it to the left. The computer's replies are shown to the right of the picture, whilst the player's commands are entered at the bottom of the screen.

Since the descriptions are narrative, it is necessary to type LOOK for a list of exits and objects. There are three facilities for HELP. One is to simply type the word, but more often than not you will be referred to the other two methods: LEGEND and VOCAB. The latter is simply a list of the valid words, whilst LEGEND may tell you a bit about the background of the location.

The graphics are a let-down, consisting of blue line-drawings on a green background, but they are fast, and they do serve to identify where you are without the necessity of having to struggle through the location text.

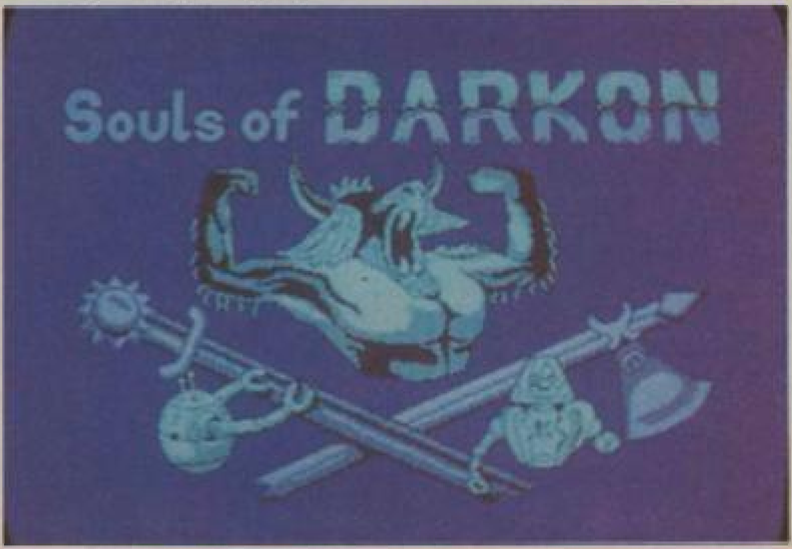
There are a couple of characters to be found early in the game — a toiling woodman, and a guide. Both seem rather wooden, for I have not found a way to make them listen yet, let along engage in a useful conversation, despite paying the guide for a service — he just accepts the money and then continues to ignore me! Perhaps I am using the rather limited vocab in the wrong way.

There seems to be a glitch or two with the replies, as when having typed GO OUT to leave the hut, the 'narrative location' text told me I was hovering over a swamp, yet the picture showed I had remained in the hut, a fact confirmed by the subsequent reply to typing LOOK. One or two other strange messages appeared from time to time, as well.

For all that, the game is quite a good one when you get used to it.

Keith Campbell

Vocabulary	6
Atmosphere	7
Personal	6



BUCKAROO BANZAI

Over the next few months, I will be bringing you previews of some games that are being enjoyed by Adventurers in faraway places.

The revelation that a Scott Adams game named **Buckaroo Banzai** has been on release in the US for some 18 months, yet not seen over here, will no doubt have Scott's European fans drooling in anticipation, and posibly somewhat hurt that they haven't been privy to this secret.

Buckaroo Banzai is a strange title, you might think. However, it is based on the exploits of the hero of a Twentieth Century Fox film of the same name, shown in the US during 1984, but not yet released in the UK.

Buckaroo, half American, half Japanese, is a brilliant ex-neurosurgeon, who discovers a dimension passage through space with the aid of his jet-car, a vehicle able to travel through solid matter. Using his amazing car, he comes across the Lectroids — a race of aliens who threaten the entire world.

Disposing of this menace in the film, Buckaroo is about to set off on a well-earned holiday, only to have his plans disrupted. Before they left, the Lectroids planted a nuclear device deep inside the Kyn mountain in Arizona. Any attempt to disable it will result in its detonation.

Telephone communication has been cut in the ensuing mass panic and evacuation of the area. The President charges Buckaroo with the task of saving Arizona. "Buckaroo, I want you to. . ." And this is where you take over — the adventure now starts.

From the Yoyodyne office in Trantham, just by the Kyn mountain, you set out to see what's what. On a parking lot by the mountain rests your jet car, but with no fuel or battery. A deserted gas station yields a battery — but it is flat! A supermarket holds a few useful objects, as does a shack on a deserted road.

Scott is fond of the shack as a location, have you noticed? First there was the grass shack in **Pirate**, followed by the all-important Radio Shack (surely a double entendre for TRS-80 owners?) in **Ghost Town**. Next, chronologically, is the **Buckaroo** shack, making three, but Scott's shack makes yet another comback in **Questprobe Three**, right next to the tar-pit

Back with Buckaroo, his first problem seems to be to get the jet-car working. All the items seem to be there — but how do you fit them together?

Meanwhile, on a different tack, a spot of digging must be called for — Buckaroo has come across a spade. Here is an utterly unexpected and quite original digging problem, accompanied by equally impressive animated graphics.

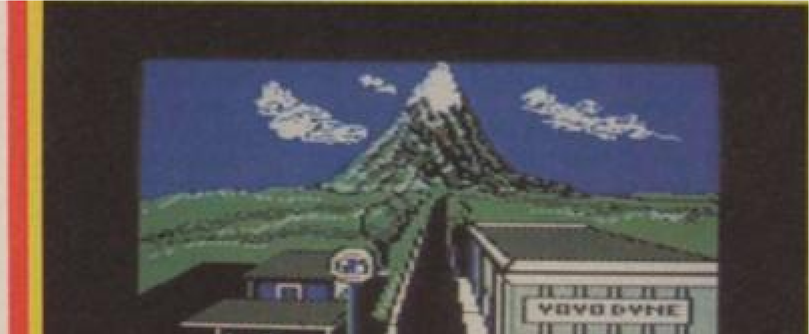
The version of BB that I played was in Sagaplus format on a Commodore 64 disc, available at present only in the States. Will it be seen over here? I spoke to Mike Woodroffe of Adventure International UK. "We're waiting for the film," he explained. "It's sitting over here in cans, waiting for Thorn-EMI to release it!"

However, there are some doubts about the future of **BB** in the UK. I asked Scott how the film was received in the US. "It was released during the '84 Olympics," he explained. "Everyone was either watching the games, or getting out of doors to enjoy the good weather. They weren't going to the movies! But it did develop a sort of cult following, rather like *Rocky Horror*."

Personally, Scott admitted he saw it three times before he began to understand it.

So will we be seeing **Buckaroo Banzai**, the adventure, in the UK? As things stand, that is entirely in the hands of the film distributors.

Keith Campbell



```
US, I go WEST.
I'm at the corner of Main St. &
Hickory Ave, and I see here a YOYODYNE
building, a gas station. I see exits
to the north, south, east, and west.
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C+VG

ADVENTURE

REVIEWS/3

WORM IN PARADISE

- **Supplier:** Level 9
- **Machine:** All formats
- **Price:** £9.95

With **Worm** ends the saga of the colonists of Eridani, which started with their journey in the **Snowball**, led by Kim Kimberley. After her survival in **Return to Eden**, the plant has been tamed, and the colonists live in a high-tech utopia run by robots. Eden is a benevolent right wing bureacracy in which there are no taxes, government revenue being raised by fines and health charges. If the general idea sounds familiar, then remember it is ruled by a woman, The Third Kim. Whilst no 'right-thinking' person would consider challenging the system, there is a thinking minority who dislikes it, and are branded 'potential socialists'.

The adventure starts in a garden, with beautiful lawns and full of fragrant flowers. Its walls, festooned with roses and other climbing plants, are seemingly unclimbable. An ever-growing worm might lead you out if you succumb to the temptation, but it will not take you far, and one way or another, Reveline will bring you to your senses, and you will find yourself in the city of Enoch.

Exploration of the city brings you to places like the museum, casino, theme park, and dozens more.

Questions gradually form, and produce a feeling of unease — that all is not well in the ultimate of civilisations. Questions, but no real problems bar your passage through the city. But if you are the nosey type — eventually something will click, and (if you were sensible enough to play it) memories from **Snowball** will come flooding back. Then the problem is there, in the form of a puzzle — crack it and you may be on your way to the seat of power, to save the world.

Worm in Paradise is the first product of Level 9's new adventure system, and certainly in the presentation of text it is reminiscent of Interlogic, and Infocom system. **Worm** has a vocabulary of over 1000 words plus many abbreviations, yet this is all in memory! The range of commands understood is very flexible; full sentence and multiple complex commands are accepted, such as EXAMINE ALL BUT THE TATTOO. When I first tried EXAMINE EVERYTHING I got a list which included descriptions of objects I hadn't even discovered!

The Silicon Dream trilogy is now complete, having spanned the evolution of Level 9's Adventure System from the original 2-work input, text only format in **Snowball**, through the introduction of graphics in **Return to Eden**, to this smooth and flexible new form of presentation.

Here is science-fiction-based political saga which you can just sit back and enjoy, or, if you prefer, involve yourself at a more challenging level in an attempt to reach the seat of power and save the world. Play it either way — I'm sure you'll agree it's superb!

Keith Campbell

• Vocabulary	9
• Atmosphere	10
• Personal	9

SNOW QUEEN

- **Supplier:** St Bride's
- **Machine:** Spectrum 48k
- **Price:** £8.95

Elation was not exactly my mood while this game based on the story by Hans Christian Andersen was loading, and a further blow was dealt by the appearance of a rhyme on the screen. It's all too ghastly to repeat, but it does give a brief idea of what the story is all about.

For those of you who don't already know it, I'll outline the plot. You play the role of Gerda, the female half of the supposedly inseparable pair of Gerda and Kay, two frightfully nice kids. A decidedly freaky goblin had a fiendish idea — he made a mirror which made everything look horrible, except things that were already ugly, which it made appealing.

The mirror shatters, and two fragments become lodged in Kay's eye and heart. Kay becomes more obnoxious, and goes out to play with the big boys of the village. Suddenly, in a jolly large blizzard, Queeny appears, grabs Kay, and whisks him off to her pad in the mountains.

As Gerda, your daunting task in the adventure is to rescue your pal from the clutches of this icy dame, even though she may not be all that keen to be rescued! Well, despite being cast as a female, it doesn't sound too bad, does it? And in fact, it is quite pleasant to play.

There are some pretty standard puzzles, most of which involve doing 'the proper thing' — ie returning a lost purse to its correct owner. A bug of sorts lurks in this area; once you have returned the purse, the owner is perfectly happy to reward you, only to repeat cries of "Oh, now where can it be?" the next time you return!

The game is in two parts, making a total of 64k, and Part two begins as you make your way towards the Ice Palace.

The Snow Queen probably won't achieve such chart success as a blood and guts adventure, and many gamers will no doubt find the story idea rather repulsive.

Jim Douglas

• Vocabulary	7
• Atmosphere	8
• Personal	6

BOOKS

- **THE SPECTRUM ADVENTURER**
- **Mike Gerrard**
- **Duckworth £3.95**

I'm not quite sure whether or not I agree with the idea of publishing complete solutions to adventure games. It takes the essential element of mystery out of a game if you know you only have to toddle along to W H Smith to learn all that has been baffling you. Perhaps it also reduces the sense of achievement felt by a player who finally cracks a game himself, knowing that people who have finished it are two a penny, having bought the whole solution.

On the other hand, I suppose people who have been genuinely frustrated for many months, do have a right to know the answers to the mysteries for which they have paid, and so to be put out of their misery.

From the point of view of the author and publisher of a game, I suppose it is all right for their secrets to be revealed when the game has been around a long while.

In **The Spectrum Adventurer**, Mike Gerrard provides 100% solutions, including complete maps, for four games: **Valhalla**, **Snowball**, **Twin Kingdom Valley** and **Urban Upstart**. For the latter three, the solutions are arranged as an index of problems, which are then looked up in the text that follows. **Valhalla** is presented in a slightly different format, with a fairly long introduction on the strategy to adopt, followed by a commented list of locations. All the maps appear as appendices at the back of the book.

As one would expect with Mike's name on the front cover, the book is impeccably written in an easy style, and represents good value to anyone who is irretrievably stuck in even one of the four games. If you are just mulling over a sticky problem though, my experience is that a full solution to hand is too much of a temptation, and even the most determined adventurer will make the feeblest excuses to himself to look up something that is temporarily stopping progress!

Still, I suppose it would make my life a bit easier.....

Keith Campbell

Because of their complexity, Adventure programs are not easy to write. To do so, one must be very conversant with one's chosen programming language, be it Basic or Assembler, since the program carries out complex string operations to convert the player's English command into a machine usable form.

Most Adventure software houses and authors, perfectly capable of producing a machine code program, have their own Adventure System, enabling them to speed up the production of the finished game once the plot has been defined.

Here, Keith Campbell takes a look at two new utilities recently released for the Amstrad.

ADVENTURE CREATORS

THE GRAPHIC ADVENTURE CREATOR

- **Incentive Software**
- **Amstrad CPC464, 664, 6128**
- **Cassette £22.95; Disk £24.95**

Written by 19-year-old Sean Ellis, an undergraduate in Cybernetics and Computer Science at Reading University, this is a very clever and user-friendly piece of software.

Operation of the program is from a main menu, with separate options for the entry of verbs, nouns, adverbs, objects, room descriptions and messages, as well as three levels of conditions and graphics.

Entry of the vocabulary is simplicity itself — the user just types in each word, preceded by its reference number, on a line at the base of the screen, and presses ENTER. The number and word supplied are then inserted in alphabetical order into a list filling the major part of the screen above.

An arrow is positioned halfway down the list, pointing to the entry which will be made available to edit if ENTER is pressed with no text in the input field. The up and down cursor control keys are used to scroll the list against the arrow to effect the selection.

Room, objects, messages and conditions, have a slightly different form of entry. The user is prompted for the entry number, and then, in turn, the various parameters associated with it. With objects, for example, the description is first displayed. This can be edited if it exists, or will be added if it is a new one. On pressing ENTER, the room number in which the object is to start is shown, and this is followed by its weight.

Validation is carried out on the data as it is entered. For example, when you add a new room, for example, you are asked the connections, and must enter the direction followed by the destination. If the direction has not already been supplied, the checking prevents this from being entered, and a message tells you why.

This error message, when I first encountered it, led me to the horrific discovery that the direction must be entered on the VERB list! Thus to go east, if an allowable abbreviation is to be E, then E must be included as a verb. I also concluded that the verb list, or at least a verb to be used elsewhere, must be entered first, a point that I was unable to spot in my pre-publication copy of the manual.

There is a way round this problem, however. Should the player be allowed to be long-winded and type GO EAST, those words must be included on the verb and noun lists respectively, and the resulting movement must be entered as a condition in the 'local' condition list applying to a specific room.

There are three levels of condition: Local, applying to a specific location; Low Priority; and High Priority. These are entered in a form resembling a high-level computer language: IF (VERB 6 AND NOUN 1 AND CARR 5) DROP 5 OKAY END and IF (VERB 14 AND NOUN 1 AND AVAI 5) 1 SWAP 5 CTR 0 + 20 CSET 0 MESS 15 SET 2 WAIT END

Not difficult, but there are keywords and a syntax here which must be learned if the utility is to be used effectively. To build up a plot, there are 255 markers and 127 counters available for use in the condition lists.

Having entered a lot of data, it is essential to be able to keep track of it all, so as to be able to compare the numbers assigned to the various words, objects, rooms, and so on. Although these can be viewed from the editor, it would be impossible to fit them all on the screen at once. This is where the PRINT option comes in handy, enabling any of the lists, including reference numbers, to be put out on an Amstrad printer. This allows a careful study of everything that has been entered, and saves the user having to keep a careful hand-written list of everything as he enters it.

Perhaps the most striking feature of this utility is the graphics option, which is a joy to use. Straight lines can be drawn by simply pressing the COPY key once, and moving the cursor using the arrow keys. The resulting line will be a straight one from the start position to the current cursor position — in other words, it will not turn through an angle. Where a change of direction is required, tapping the COPY key twice effectively breaks the current line and starts a new one.

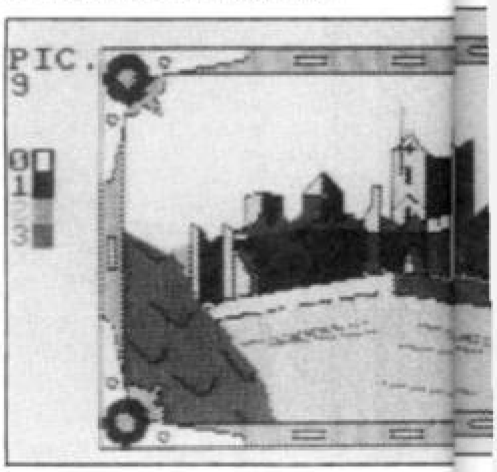
A 'pen' to the right of the window moves up and down, indicating by contact with the 'paper' beneath it, whether DRAW is on or off.

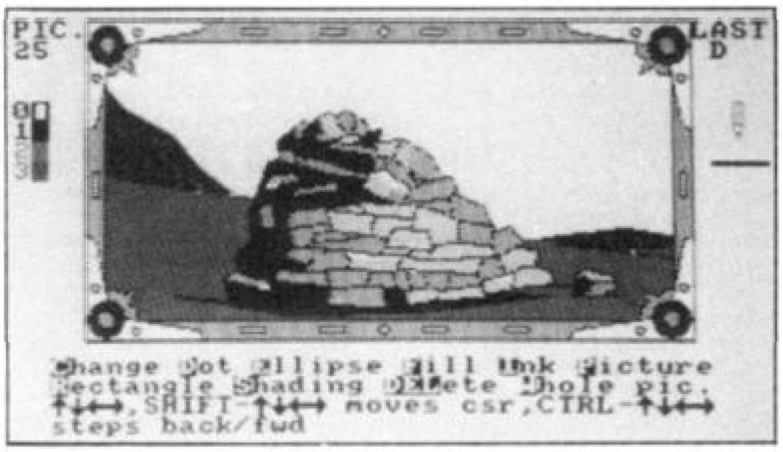
A choice of four colours is offered, and any four can be selected, with shades of combinations of any two of those four also available. An area enclosed by lines is filled with colour by first selecting the colour or shade required, positioning the cursor inside the area, and then pressing F to FILL. This may have to be repeated a few times with the cursor in different positions, but it is a quick process. There is also a facility to superimpose one picture upon another, and this can be used to very quickly build up a series of different pictures using picture 'modules' already created.

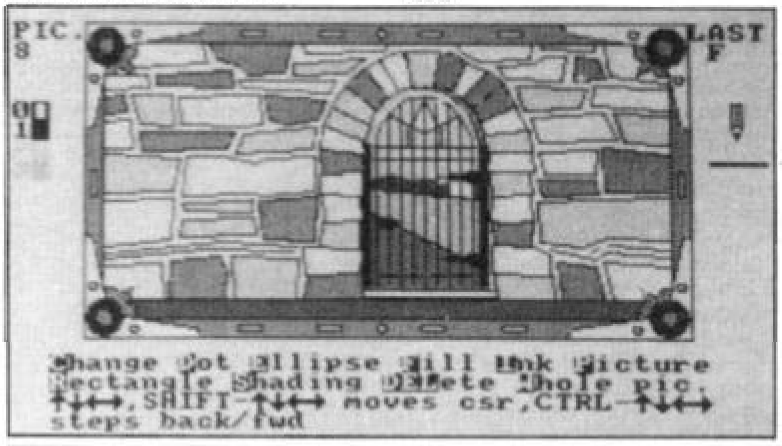
Pictures are thus very easy to create, and each is associated with a room number, using the room option. Once done, the picture will automatically display when the player enters that location, and it is very fast in doing so.

For those wishing to create a text-only adventure, the provision of graphics is optional, and to protect the sensibilities of the text-adventure player faced with a graphics adventure, when running the game, the player has the ability to switch the graphics off and on.

The game can be fully played from within the Adventure Creator, and an appropriate message will be displayed when an error is encountered, to help




PIC. 25
0
1
2
3
LAST D
Change Dot Ellipse Fill Ink Picture
Rectangle Shading Delete Whole pic.
↑↓←→, SHIFT-↑↓←→ moves csr, CTRL-↑↓←→
steps back/fwd


PIC. 8
0
1
LAST F
Change Dot Ellipse Fill Ink Picture
Rectangle Shading Delete Whole pic.
↑↓←→, SHIFT-↑↓←→ moves csr, CTRL-↑↓←→
steps back/fwd

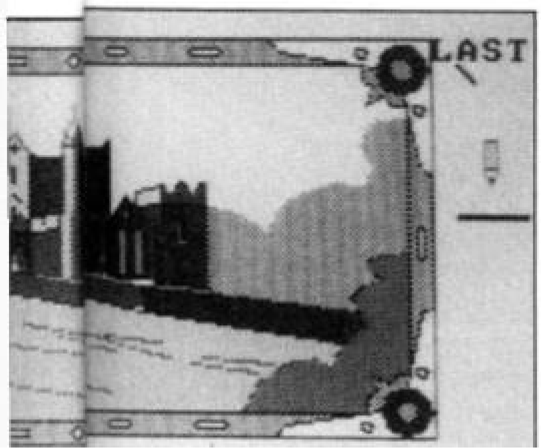
C+VG ADVENTURE

GENESIS

debugging. As a further aid to testing, play can be interrupted to view a diagnostics screen showing the state of all the user's flags — the markets and counters. After viewing these, the game may be continued from the point at which it was left.

When complete, the game created can be saved to disk or tape, and the saved version will run independently from the utility.

You will need to study the manual carefully and play about with the Creator quite a bit before you sit down and write an Adventure for real. Worth it, though, for once mastered, this seems to me to have the flexibility to meet most plot requirements you are likely to dream up. It is easy to learn and use, and provides a very slick method for entering and editing data.



I put it way ahead of the **Quill**.

- **CRL Group PLC**
- **Amstrad CPC 464/664**
- **£9.95**

The Genesis Adventure Creation System consists of a suite of three programs. TEXTURE is the text editor, the business part of the package, in which the adventure is created. DEPICTER is the graphics and sound creator. CLONER is the module used to save the adventure created on to tape and in a playable form.

The Text editor is operated from a series of menus, which always occupy the top half of the screen . The menus are displayed in a box to the left, to the right, memory usage is constantly monitored. The lower half of the screen is the input/edit area. Upon selecting one of the options from the main menu, a sub-menu replaces it without the screen completely clearning. Where there are further sub-menus, the same process continues. Input of vocabulary, object and location data, etc., is carried out in the lower half of the screen as the appropriate prompts appear.

Despite trying hard, after some five hours spent reading the manual and experimenting by inputting location and object details, I was nowhere near to understanding how the utility is supposed to be used to create an adventure, let alone have the beginnings of one up and running.

The main menu screen is displayed in 80 character mode, and is none too easy on the eyes. Presented in unfriendly words whose meaning is not very obvious, the option headings and prompts are not at all helpful, with choices such as: Obj.Status list, and Def.Objects. If in doubt, it is usually helpful to consult the manual.

Unfortunately, the manual does not make easy reading either — the size of the text is microscopic. After borrowing my grannie's specs, I just about managed to read it, but was disappointed with what I saw. It is not very well ordered, and starts off with generalised examples before getting properly to grips with the subject — if it ever does. I always find it easier to use a program if there is a concise list of instructions, with an example or two, rather than a lot of verbose technical waffle.

Turning to the Texture Options Reference Section, I started by trying to enter my first object. In addition to a reference number, I was dismayed to discover that I had to give it a name quite separate from the actual description of the object to appear in the game. Every time I tried to go back on a previous object, I seemed to get the message telling me that this was a new entry, and asking me to confirm it. 'Bytes used' started to be registered, but other than that, the object seemed lost forever, as I exited the option with no confirmation or comment. My input had either been soaked up, or ignored — I wasn't sure which.

Associated with the object definition option is an object status option. On selecting that, I was asked for a name for the status! Nowhere could I find any guidance as to what on earth I should be putting in for either this or the status itself.

Things seem incredibly complex for a utility that is supposed to make adventure creation easier than programming! For example, the ACTION for a TAKE command is entered as:

```
CALL <30>:
(OBST(CARRIABLE,OB1)=01
MSG<17,1> FINISH:
(OBLC(OB1) PLOC1) MSG<9,1>
FINISH:
(OBST(CARRY,OB1 0)
MSG<8,1> FINISH:
COPY<1;OBST(CARRY,OB1)>
CALL<39>FINISH:
```

I was beginning to get the feeling that learning Assembly Language would be just as easy and a whole lot more useful:

Graphics are created on an entirely separate program, DEPICTER, and althoúgh I fared a little better using this, I found it was heavy going, and I failed to produce a picture. The sound feature also offered a challenge, but one that I soon abandoned.

Because the graphics creator is a separate program module, the complete adventure cannot be run from within the utility.

To create the fully playable version is fiddly to say the least. first, data must be saved from the CLONER module, and then to the same tape must be added saved data from both the text and graphics editors.

Although the utility appears to be well programmed, the overall impression I got was that it was written by professional programmers for professional programmers. But having said that, I would emphasise that I found it very difficult to follow how to use this utility.

I therefore conclude that **Genesis** fails in its objective — to simplify the task of creating an adventure game.

Next month in the Adventure Reviews section, Keith Campbell and the team will be taking a long, hard look at the long awaited Lord of the Rings adventure from Hobbit man Philip Mitchell. Has it been worth waiting for? Keith, Paul and Jim will be telling you just 28 days from now. Don't miss this mega-review in *C+VG* in your shops from February 16th.

COMPARISON TABLES

GAS	INCENTIVE	CRL
● Price (cassette	£22.95	£9.95
● Price (disk)	£24.95	n/a
● Manual	6/10	2/10
● Ease of Data Entry	9/10	1/10
● Condition/Action syntax	7/10	2/10
● Graphics	9/10	5/10
● Sound	n/a	3/10
● Saving program	10/10	1/10
● Print option	Yes	No
● Play within utility	Yes	No
● Markers/counters	255+127	50
● Overall ease of use	9/10	2/10

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This month the Adventure begins!

Recently I have been burning the midnight oil, to ensure that no gallant adventurers have been left in limbo to be put upon by bands of straggling orcs or such like. For hours on end I have been searching for the true answers to **The Hobbit** and **Lord of the Rings.** Following the weary traveller in **Dun Darach,** entertaining the yuppies in **Hampstead** and tackling the problems in **Fairlight;** . . . I have searched the hinterlands hi & lo, conversed with drunkards and bards, noblemen and thieves to bring you the best tips on the **FIFTEEN** top adventure games of the year.

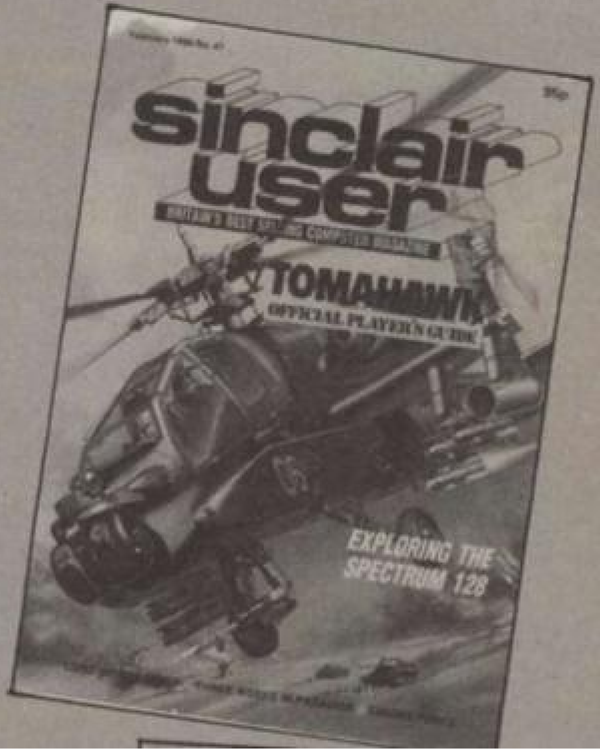
Only now as I sit at the Dancing Ogre, exhausted from my search, can I reveal that after all my hard work **The Gordo Greatbelly's Book of Adventure** will be **FREE** with the February issue of **Sinclair User** (that mad mania of generosity must have really affected the editor).

Rumour has it that the assorted elfs, dwarves and trolls that also work on the magazine have been busily beavering away, to bring you extensive reviews of **Enigma Force** from Beyond, **Commando** from Elite, **Yie Ar Kung Fu** from Imagine, and that temptress from the east **Twister — Mother of Charlotte,** a latter day visitor to my cosy establishment.

Plus a review of a new tool of terror the **Sinclair 128,** an extensive **Official Players' Guide** to the helicopter simulation **Tomahawk,** and an impressive competition, not for the feint hearted, featuring the high sport of **Gladiators.**

Such a package to keep travellers away from my hospitable inn, and instead at home with their keyboard friend.

Remember as you pass the sign of the Dancing Newsagent, there is no better adventure than the **February issue of Sinclair User.**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P.S. The February issue of Sinclair User including **Gordo Greatbelly's Book of Adventure** is on sale **Jan 18th.**

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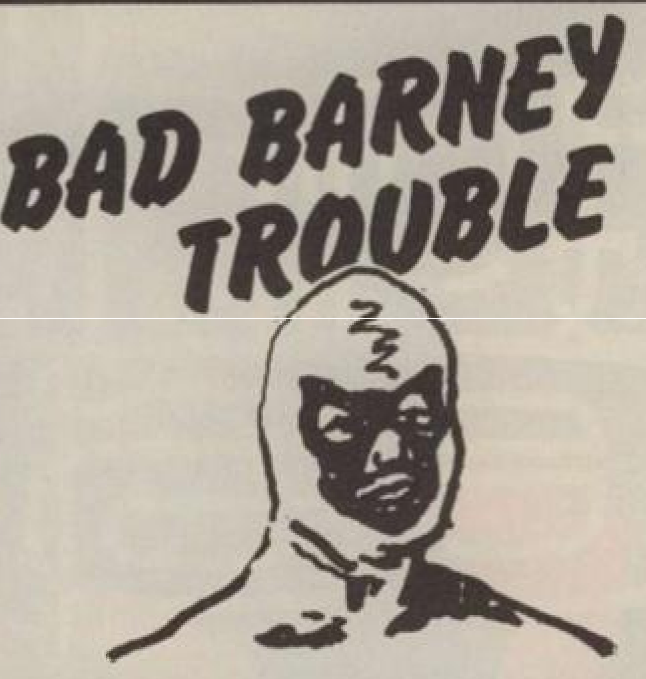

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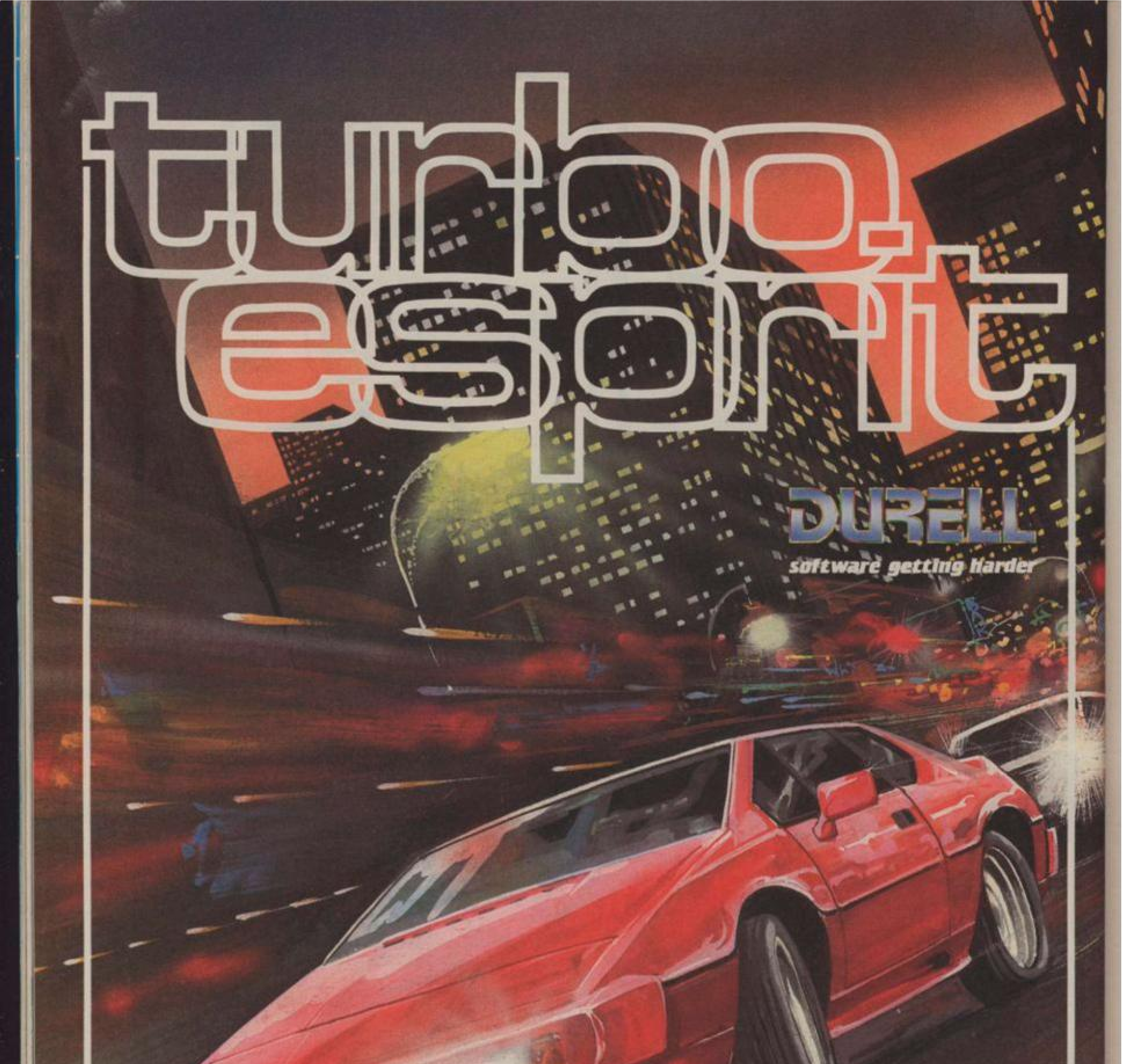

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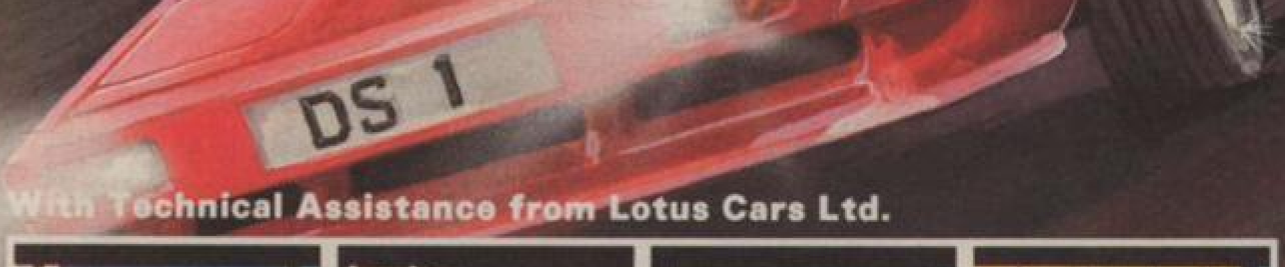

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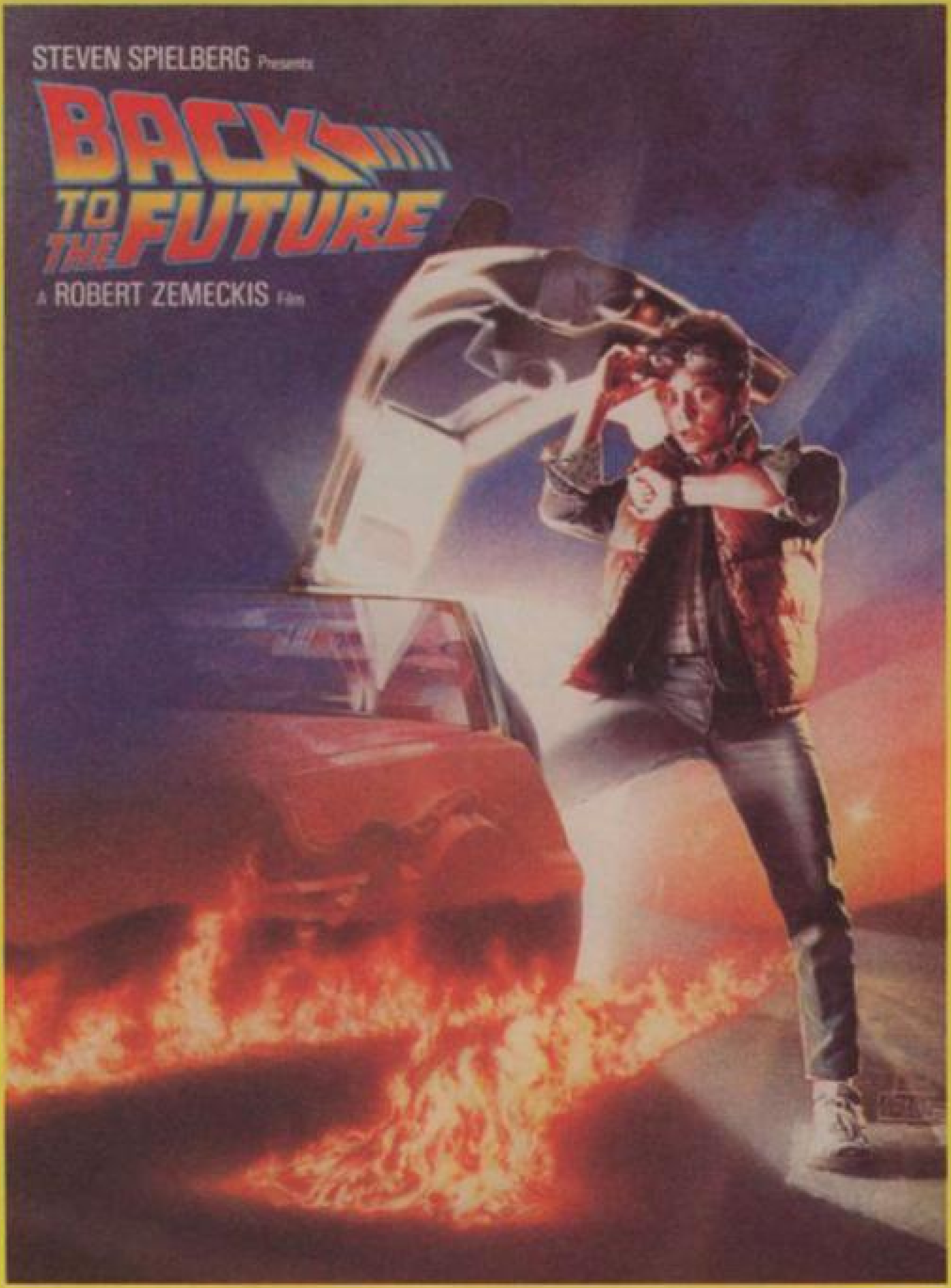

WANTED: FILM DIRECTORS!

Fancy yourself as a film director? Course you do. Well thanks to **Electric Dreams**, the people bringing you the **Back to the Future** game, you could become the next Steven Spielberg. Those extremely extravagant Dream people, not satisfied with the prizes they gave away in **C+VG** last issue, want you to win a JVC video camera plus all the add-ons that will turn you into a movie mogul. Make your own sci-fi films to equal **Star Wars** or simply take moving pictures of you and your mates being very silly. An amazing prize for one of our amazing readers.

And 10 runners-up will get one of our special Big Red t-shirts which make even the puniest person look like Conan the Barbarian, plus a giant movie poster.

THE PRIZE

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You can paint or draw the poster — it can be any size you like. But remember it's got to come through the post undamaged.

Once you've completed your masterwork attach the special **C+VG** coupon to it and rush it off to your nearest postbox addressed to Computer and Video Games, Movie Poster Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is February 16th and normal **C+VG** competition rules apply.

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C+VG COMPETITION

FOOTBALL TRIVIA

If you're not chanting *C+VG* right now you should be ashamed of yourselves.

Yes, the world's champion computer mag proves once again it's in a different league from all the rest by bringing you another great competition.

And this time we've gone football crazy!

Rothmans Football Quick Quiz, published for the Spectrum by Eastbourne based Holt Saunders, is a must for all avid soccer fans.

Quick Quiz consists of 1,000 questions on British, European and international soccer, with subjects ranging from famous goals to trivia.

The questions were written by *Peter Dunk*, sports journalist and editor of the Rothmans Football Yearbook. The "bible" of the soccer world.

And thanks to the people at Holt-Saunders, we've got 25 copies of the Quick Quiz as prizes to the people who can answer the five football questions below.

1) How many clubs in the football league have an X in their name?
A 3
B 4
C 5
D 6

2) Which was the last second division team to win the FA Cup?
A West Ham United
B Southampton
C Sunderland
D Ipswich Town

3) Italy won the 1982 World Cup Final by three goals to one. Who scored West Germany's goal?
A Rummenigge
B Breitner
C Hrubesch
D Fischer

4) Who was the football league's leading scorer in 1983-84?
A Treavor Senior (Reading)
B Ian Rush (Liverpool)
C Kerry Dixon (Chelsea)
D Keith Edwards (Sheffield United)

5) Which of the following countries have never beaten England?
A Peru
B Chile
C Mexico
D Norway.

Send your answers, together with the coupon printed below, to Rothmans Football Quick Quiz Competition, Computer + Video Games, Priory Court, 30-31 Farringdon Lane, London, EC1R 3AU. Closing date is December 16th and the editor's decision is final.

C+VG/ROTHMANS
FOOTBALL QUICK QUIZ

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ANSWERS

1 ____________________
2 ____________________
3 ____________________
4 ____________________
5 ____________________

HALL OF FAME

HOTSHOTS

Searchlight beams danced around the *Computer + Video Games* offices. Sirens wailed.

It was a breakout!

Two desperate men were on the loose, eager for action and the thrill of danger.

Desperados Graham Knight and Graham Archer had been incarcerated in the office cells for attempting to "lift" the *C+VG* November Hot Shot of the Month title on *Monty on the Run*, after his daring escape from Scudmore Prison.

But only one of the Grahams would take the Hot Shot haul by winning on the month's nominated game.

As armed guards looked down from the watchtowers, the two 13-year-olds settled at the computer to battle it out over five rounds. The one who took the most would be the winner.

Graham Knight, from Luton, kicked off with a score of 750. But it was not enough to beat Graham Archer, of Sible Hedingham in Essex, who countered with 1,050.

Stunned into action Graham Knight scored 2,100 to Graham Archer's 900 to draw the rounds.

From then on things went totally Graham Knight's way, taking the third and fourth rounds 650 to 400 and 800 to 600. Graham Archer conceded defeat.

- The Hot Shot game for February is Elite's *Commando* for the Commodore 64. Send your score on the printed coupon below to Hot Shot of the Month, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

The games that we have picked for previous Hotshot competitions have proved extremely popular with you, our readers. But not even *C+VG* gets it right all the time and we'd like to know which games you would like to see in the Hotshot Challenge.

So, don't delay get your nomination in the post now.

And please don't forget to keep sending your hi-scores in.

You do want to get your name in the universe's best magazine, don't you?

HI-SCORES

DALEY THOMPSON'S DECATHLON

1 **Steven Mallon,** Barrow-in-Furness — **2,174,089**
2 **Chris Scott,** Worthing — **1,985,163**
3 **Andrew Blood,** Hartshorne, Staffs — **1,592,421**
4 **B Lucas,** Leicester — **544,147**
5 **Darryl Hulme,** Barnsley — **543,444**
6 **Paul Managhan,** Fishguard — **498,639**
7 **Scott Worley,** Gosforth, Newcastle — **486,336**
8 **David Dishon,** Edinburgh — **381,345**

BRUCE LEE

1 **Mike Rudge,** Wolverhampton — **12,967,315**
2 **Mike Stratton,** Ayr — **6,780,000**
3 **Ian Teasdale, Hillingdon** — **5,483,975**
4 **Andrew Williams,** Bormborough — **5,206,360**
5 **Peter Heasman,** Duston, Northampton — **4,680,375**

SPY HUNTER

1 **Andy Coopoer,** Sedgley — **3,232,075**
2 **Barry NcNeill,** Airdrie — **1,998,975**
3 **David Johnstone,** Bowness — **973,085**
4 **Richard Lee,** Leicester — **260,300**

THE WAY OF THE EXPLODING FIST

1 **Mark Saunders,** Wandsworth — **931,230**
2 **Declan Kiernan, Co Wicklow** — **111,400**
3 **Andrew Marriage,** Stanford-le-Hope — **93,750**

DALEY THOMPSON'S SUPERTEST

1 **Corey Brunt,** Sheffield — **194,883**
2 **Matthew Wheeler,** Southampton — **119,260**

FEBRUARY HOTSHOTS

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My score on COMMANDO was:
Date:
Witnessed by:

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Name of game:
I scored:
Machine:
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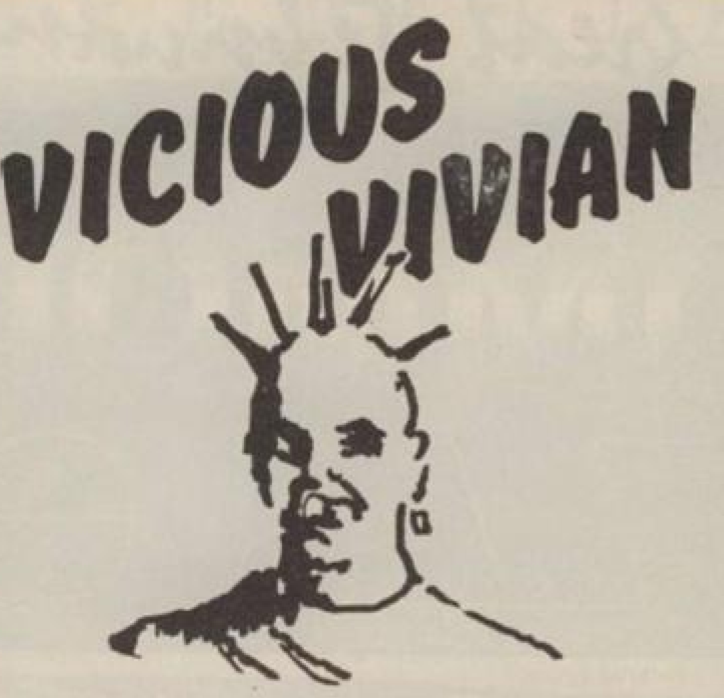

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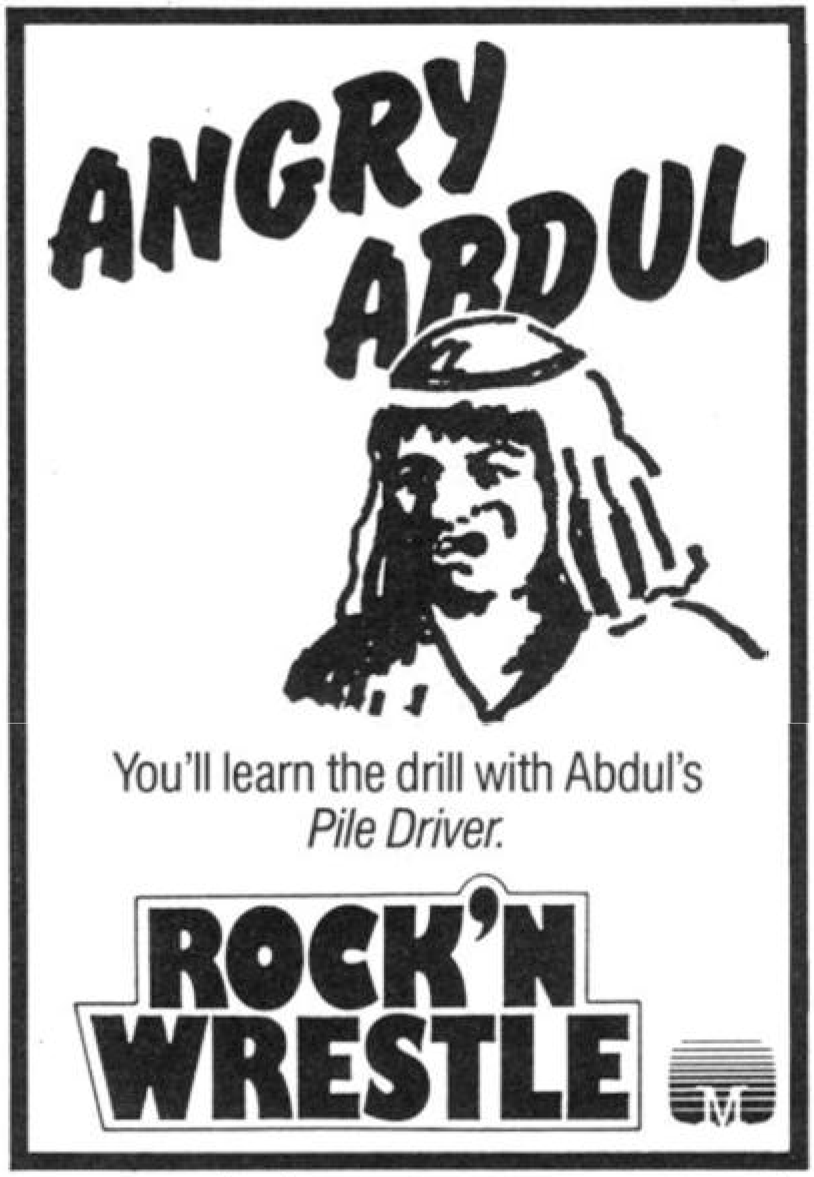
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CHIMERA DIARY

This month sees the second and final part of programmer Shahid Ahmad's Chimera Diary, the day by day story of how he attempted to convert the game to the Amstrad in just one week.

To see if he succeeded in his tortuous task read on.

Chimera is available for the Amstrad, Spectrum and Commodore 64, price £3.95.

DAY FOUR — SATURDAY

The day started at noon for me today, and I realised a drastic time plan change had to be made. I would probably spend the whole day debugging D.P.A, and the mainline routines and the adventure handler would have to wait until Sunday or Monday.

A good thinking session was in order, so I plugged my bass through my compressor, turned my amp right up to full volume and had a thoughtful two hour break!

Fully refreshed, I tackled the problem with renewed vigour and in view of the ever looming deadline, I decided to take a logical approach.

The best way to cope with this situation was to (you guessed right!) put the Joe Hubbard album on the turntable, get a printer listing and go through it looking for the proverbial needle in the haystack.

Well needless to say I found it (or rather, them!) and exterminated them one by one. As the saying goes, 'the only good bug is a dead bug! I finally got D.P.A working at 2am and it was truly astonishing, the speed left me breathless.

DAY FIVE — SUNDAY

I woke up at the crack of noon today, and I'm one of those people who is usually a bear in the mornings. Well today I was a mouse, and I was frightened to death of how much time I had before my head was to be placed on the block.

Well, it wasn't quite that serious, but trying to get a good machine language game running on a computer which you've never seen before in your life within the space of a week is no mean feat, and takes a lot of hard work, determination and self-control.

In fact, I took care of most of my debugging today! The screen looks good, and I've been moving the man around, and seeing some background animation, but I still haven't written the adventure handler!

DAY SIX — MONDAY

Well today is the last day — or is it? You will by now, fully appreciate that there are seven days in a week, assuming that you count from one.

Well, therein lies the catch, because I'm sure that you also realise that programmers (and I'm no exception) count from zero, not one — sneaky eh?

Fear not, because yes, I did have a working version of the program that can be played and completed relatively early in the evening.

My D.P.A method works a treat and there are now no glitches in it at all, and with a man on the screen and an animated object, the speed is ridiculously fast. So fast in fact, that I've had to put many delay loops in it to slow the game down.

At last, I had written the adventure handler, and at the end of the day, I had a version of Chimera that could be played, completed and even enjoyed.

The only thing that I have leapt over is some sound and a title page, but these are trivial tasks that do not even need a thought, except, perhaps, in their presentation.

If I have to dedicate this game to anyone, then surely, the honours must go to Joe Hubbard, who else? This is a truly knackered signing off.

CONCLUSION — TUESDAY to THURSDAY

One can draw a few useful points from this exercise. The first point is that it is quite possible to write a very good game in a week, as I have proved.

This can be countered by the fact that no programmer worth his salt would dare attempt to design, create, implement and program a game of top quality in this short space of time, though watch out, I may try it sometime in the future.

It helps a great deal to have a good system to work on. I used the Amstrad CPC6128 system with colour monitor and the Hisoft Devpac 80 macro assembler, both products for which I can honestly say that it has been a pleasure to use them.

I am now a convert to small disks, but I feel Amstrad should have chosen the more sensible (and popular) 3½ inch format.

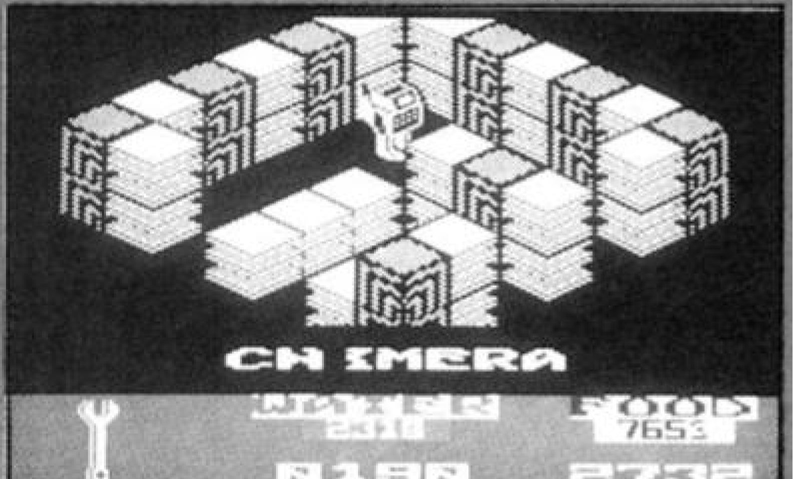
I also have a few words of warning to all you budding programmers out there, especially those delving into machine code.

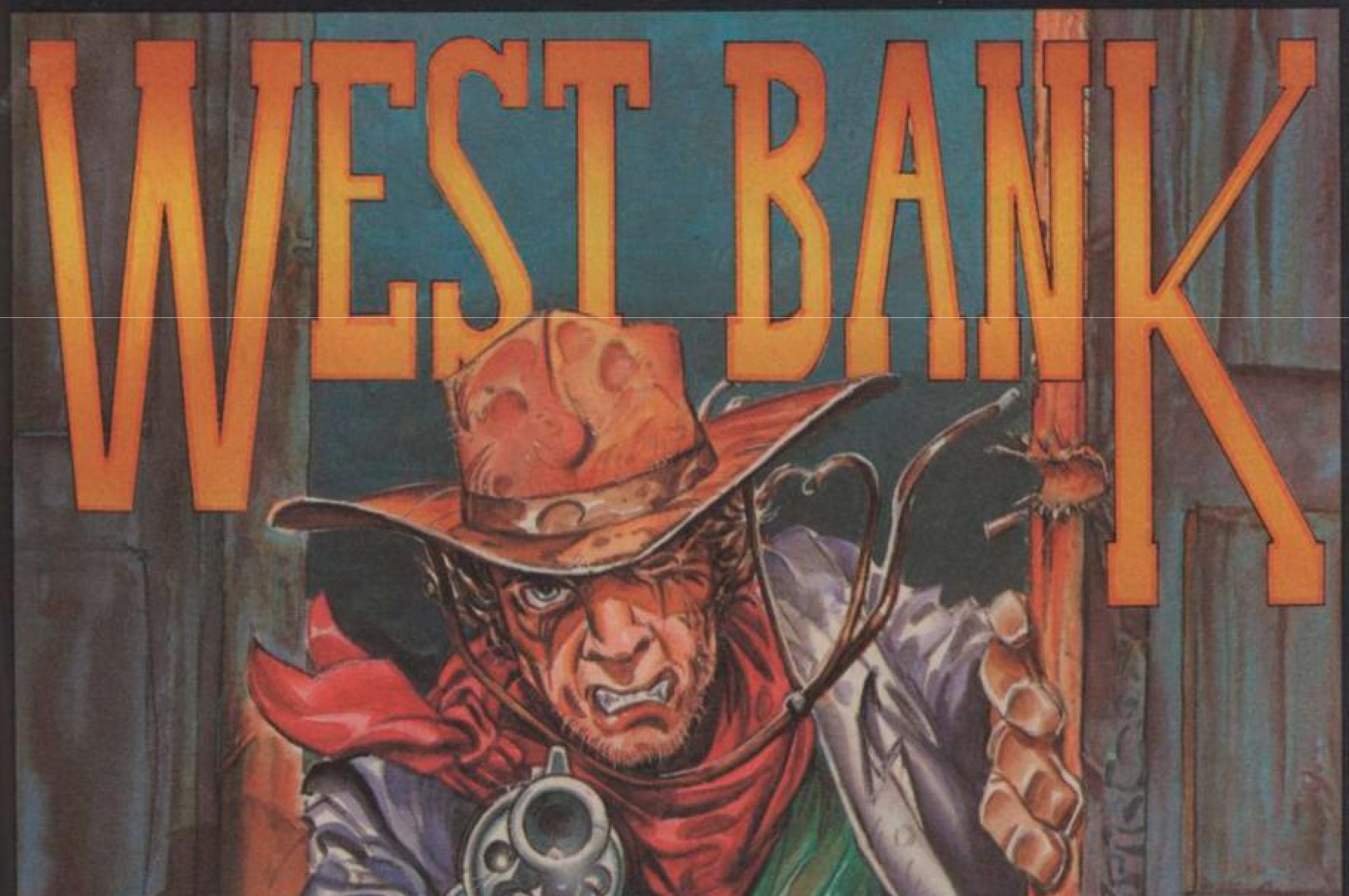
Please pay attention to design. *Think* about how you would write a particular program. *Think* about what might cause you problems. *Do* comment liberally. It helps to have a good working knowledge of the machine. Always keep strict rules about entry and exit conditions of subroutines; *do not* rely on values that may be lying around.

Remember, write with clarity in mind. If your code is not clear, you won't understand it when you're trying to debug it! Optimise it for speed afterwards, and *only* if it is necessary. Do not become a "speed junkie." It is not a prerequisite for games programming.

That's all there is to it! Oh, one more thing, it'll help a great deal if you can listen to a great album like "Nip It in the Bud" by Joe Hubbard!

How should you approach debugging? Simple. You just turn the machine off after getting a fresh listing (I hope you have a printer!), then go and get a beer or a coffee, and look at the listing very, very carefully for half an hour. You'll nearly always find the cluprit. What if you can't? Give up programming and take up tennis or aerobics!!





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● I think your magazine is brilliant, although I would make the ratings out of 100 and have an overall score. It is great value for 95p, so keep up the good work.

Anyway getting to the point, I have a problem! About two months ago, my brother and myself bought an Amstrad 6128 and also got *Sorcery+*. After many hours of practice I rescued all eight sorcerers and hey presto the Necromancer's eyes came up and I played for about one minute on the new level and was promptly killed. Then on the screen it said that I could now play the new mode available. I pressed the fire button, the space bar and all the other keys but nothing happened. When I replayed the game the Sorcery One game started. What am I supposed to do? I have played it again and again, but, when I played the new game after saving the eight sorcerers, I can't play after that. Please, please, please help me.
Carl Johan Campbell
Perthshire

● I bought your mag for the first time (December) and I think it is absolutely brilliant. I loved the poster and your competitions are brilliant, especially the *Commando* one. I think you should put the price up to £1.50 as you issue three mags for the price of one, eg, the C+VG, Adventure Supplement and a Games Book. The reviews are very good and I liked the bit on Arcade Action. I have now asked my local newsagent to reserve me a copy every month.
Paul Phillips
Bristol

● I own a Spectrum 48k and I buy your magazine every month as I think it is an excellent read and very informative about the computer games world. But I would like to add that I also buy *Crash* every month and I also like this magazine.

Anyway, to get to the point of this letter — I have just read *Mailbag* in your December issue and quite honestly I am fed up reading letter after letter putting down your mag and comparing it to *Crash*. I know that it is important to you, that you know what people think of your mag, but quite frequently these 'moaning' minnies' go over the top and this in turn causes people to write-in defending your magazine and we have to go through the same sort of letters each month.

Why don't you issue an annual questionaire to find out what people think and what new items they would like to see? It would save a lot of boring letters having to be read and that way everybody would get their say. Although I say some letters are boring I was pleased to see that this wasn't the case with Richard Hammond's letter. I found his letter interesting and very informative (December issue).

It is also stupid to compare *C+VG* with *Crash* because *C+VG* deals with a wide range of computers while *Crash* deals only with the Spectrum. It is totally idiotic to break down and compare two mags with different main topics unless of course you compare the Spectrum bits of C+VG with *Crash* (which isn't fair as *Crash* would win hands down, due mainly to content). So, come on C+VG readers, let's have some original and interesting letters in future *Mailbags* as I'm sure most of you are as fed up as I am.

I thought that the comic strip competition was an original and fab idea. Let's have more competitions like it.
Steven Hargadon
Strathclyde

● I must congratulate you on you finest issue yet! (Dec 1985). I found it packed with information, news and articles — on films and networking for your computer. I found the *Adventure Supplement* the best yet with superb designs and layout. There were dozens of tips and even a sneak review of *Questprobe 3* by Scott Adams! I though the pages on mapping your adventures were very clear and useful — may I suggest that when you've got a complete map on paper, you can draw it out easier on an 'Adventure Planner' pad from Print 'N' Plotter Products.

Ever since you have redesigned the magazine it's gone uphill, looking a lot more coherent, with some really nice large colour screen-prints from games. I like the new Bug-Hunter cartoon — very well drawn, and the tips and pokes page is quite large too.

Unlike odd other readers who have complained about non-computer articles and too many adverts in C+VG, I totally disagree — there are never enough adverts, as they tell you what games or hardware are coming out long before anyone else — *I, of the Mask* from Electric Dreams for example, which even shows screen shots in the advert. The specialized articles are great, and always interesting to read as they create a good contrast with the games reviews. You wouldn't want just reviews, would you?

I also like the American reports which tell us what's happening over there.

Finally I must thank you for the great set of maps you keep printing, made up of colour screen-prints. A lot better than a line-drawing in boxes! The *Highway Encounter* map was great, as was the *Alien 8* one.

Keep up the good work — especially the amazing push you are giving adventures — you were the first magazine I read to include screen shots of adventures and now you do them in colour! After all, these games are as popular now as arcade games. Good work C+VG, keep it up! Can't wait for the next issue!
Christopher Hester
W Yorks

● I have been reading C+VG now for many a month and I haven't seen too many letters from Arcade fanatics. As I am an avid supporter of the coin-operated machines, I would like to see a high score table along with a tips section in you magazine. These would be two of the best additions you could make to your already fab mag.

I would also like to say that most of the best 'arcade' games players do not get their high-scores in the amusement arcades, but in pubs or cafes. I personally reside in a cafe called Pat's, where the machines cost only 10p. In Pat's there are games like *Ghosts 'n' Goblins*, *Pac-Land*, *Hyper-Sports* and *Star-Force*. In this cafe my mates and myself get much better scores than in the nearby arcades, apart from a few exceptions.
Gavin Pike
Norwich

● I have been getting you magazine for some time now but all I hear from the Mailbag section is complaints from BBC users being starved of great games. Rubbish!

This may be hard to believe, but it's true! U.S. Gold are bring out some great games such as *Bruce Lee*, *Bounty Bob*, *Dambusters*, *Raid Over Moscow* and...wait for it...*Impossible Mission*!

That's not all, Ocean have brough out *Match Day* and Imagine are bringing out *Hyper Sports* and *Yie Ar Kung-Fu*.

Nick Orlando is bringing out *Firetrack* which will be, as usual, brilliant, and Superior Software have brought out a brilliant sequel, *Repton 2*.

So Beeb owners stop complaining — software houses have realised the versatility of the machine. Many thanks to the software houses mentioned and keep producing these excellent games.
Alan Dooley,
Notts

● I have been wondering why we don't see Miner Willy's face? Is there something special about it that you don't want us to see.

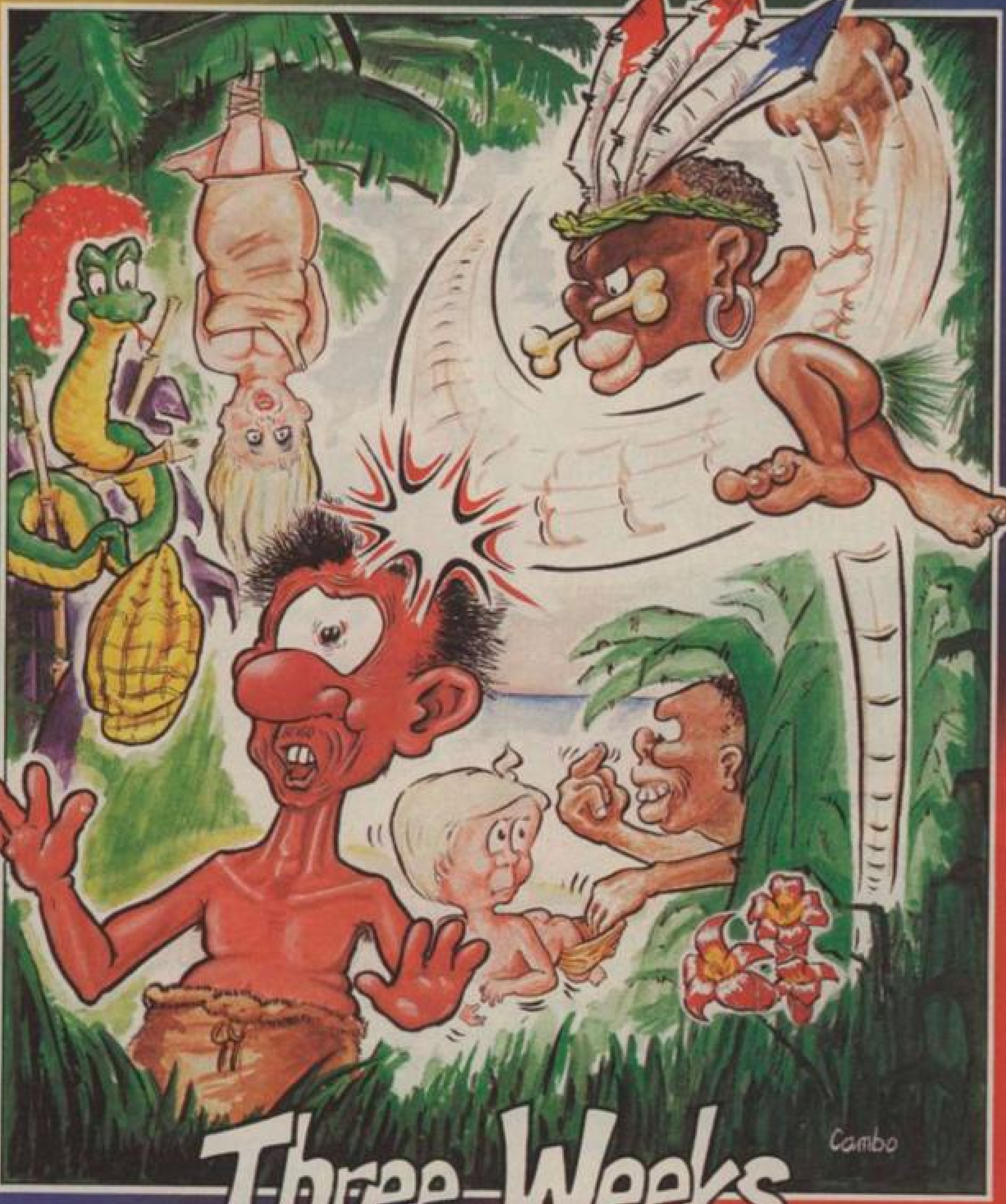
For instance in Jet Set Willy he has his face stuck down the toilet, on *Manic Miner* you can only see his boot, on *Perils of Willy* he is lying on the track with his bowler hat over his face and on *Jet Set Willy II* he has a space helmet on, with the visor covering his face. Would it be possible for you to let us see his face? Please!
Lee Henry,
Houghton.
Editor's reply: Are you crazy! Don't you know...?

● I have bought your mag every month over the last year or so and have been very amused by the continual slanging match that goes on between the owners of the different machines. I feel that it does tend to go on a bit, and it must now be time to put a stop to it.

All you have to do is to make a direct comparison between the machines under different sections ie, price, graphics, sound, software back up, ease of use, add-ons and ability to do 'home grown' programs.
Sean McCarthy,
Co Meath

SENSATIONAL SOFTWARE FROM

MIKRO-GEN



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The Breaker's *Mad Charge* will send you for a bum steer.

ROCK'N WRESTLE

NEXT MONTH IN C+VG

Scooby-Do, where are you? In C+VG next issue that's where! And you could be the first in your street to win one of Scooby's new games hot off the presses from **Elite**. So stop munching those Scooby snacks and get on down to your newsagent to order the March issue of C+VG.

Swords and Sorcery, the ultimate computer conversion of the role-playing game Dungeons and Dragons, is giving many hardened adventurers sweaty palms as they explore the awesome dungeons. So to make your life just a tiny bit easier we persuaded S&S programmer Mike Simpson to give away a few of the dungeon's secrets. We've got an *exclusive* map of the dungeon's first level plus some game playing hints from the man himself. Grab your trusty broadsword and hack a crimson path to the shop that sells you C+VG *next month*!

C+VG's ace adventure team have been questing through Lord of the Rings to bring you a special triple review of the game EVERY adventurer has been waiting for. That makes the March issue of C+VG worth waiting for too . . .

The Return of the Bug Hunters. You missed Otiss, Big Red and the others this issue. But they'll be back next month now that Jerry can afford to buy a new pencil sharpener. Don't miss the exciting party when Big Red takes B-Con's advice and becomes TOTALLY irresistible. You won't believe your eyes when you read MAGNETS, next ish.

PLUS The results of our Dan Dare cartoon strip contest. We print some of your amazing artwork!

PLUS We know we've said this before — but next issue we WILL take a look Behind the Iron Curtain at Hungary's Andromeda programmers who are bringing you the ultimate simulation of Max Headroom's favourite game.

ON SALE FEB 16

In the vastness of space lies the heart of an Intergalactic Criminal Network. TALOS and at its head the evil CYRUST. GROSS.

A last ditch attempt by the Free Worlds to rid the Universe of this seemingly unstoppable force has called on the services of the NEMISIS ORGANISATION, a hardened cadre of humanoid and robitic free booters who have assigned NOMAD (Nemisis Organisation Mobile Attack Droid) to penetrate GROSS's heavily armed homeworld and destroy this vile despot once and for all.

Your mission must SUCCEED. You are the NOMAD controller.

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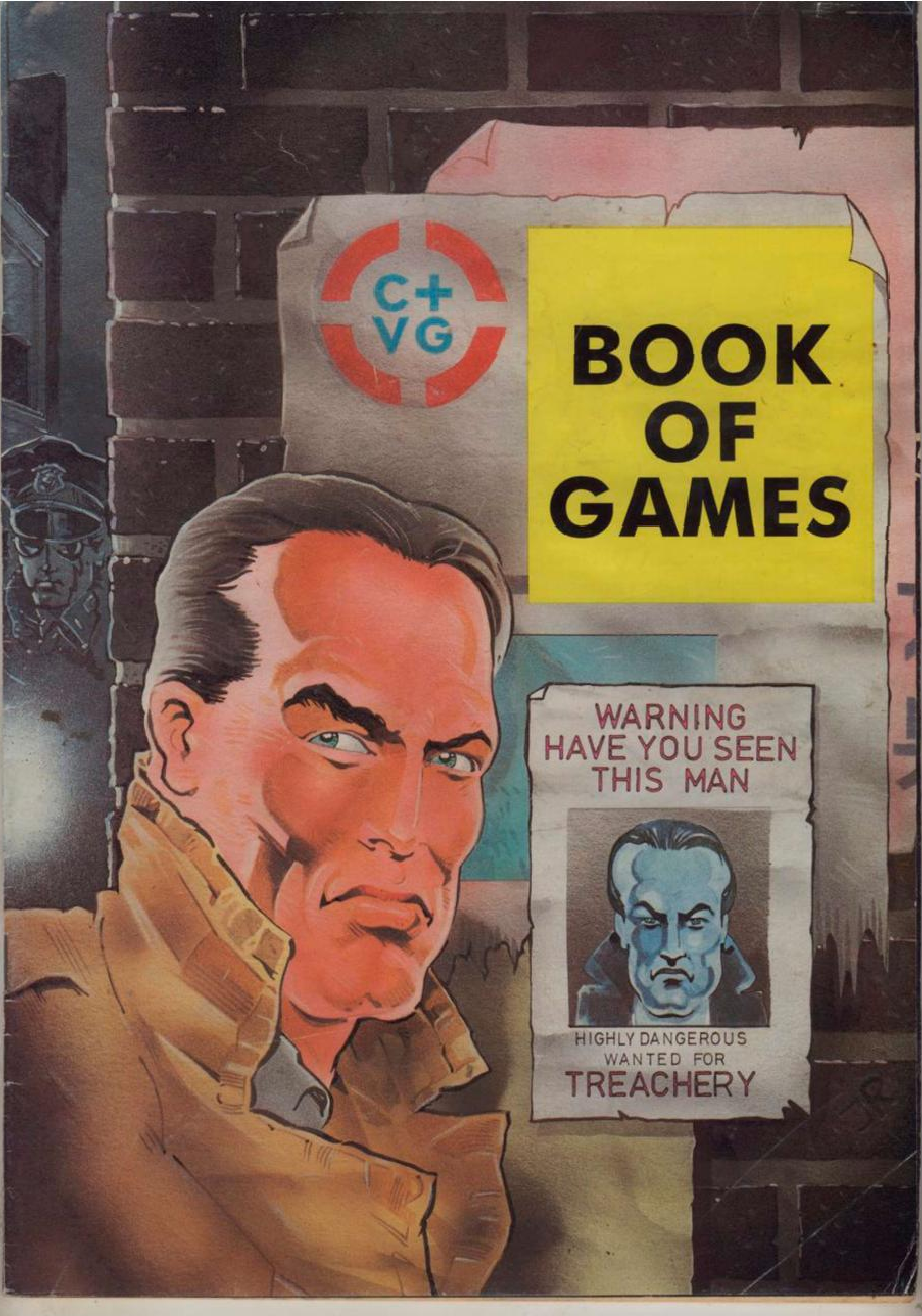
C+VG

BOOK OF GAMES



COMPUTER +VIDEO GAMES

CONTENTS

A message from Ideas Central . . .

HI . . . Melissa Ravenflame, here, co-ordinator of IDEAs Central. Welcome to another superb *Computer + Video Games* Book of Games — 32 pages packed with great listings which you should find great fun. They will help improve your programming skills as well.

Otiss, Big Red and B-Con have given the listings a good going over so they should be free of bugs. But if you do have any problems don't hesitate to call the Bug Hunters.

Page 3	**Treachery Amstrad**	Bluff and bamboozlement are the weapons you'll need to work your way through the world of espionage.
14	**Eggs BBC B or Electron**	Fun in the farmyard as the Farmer Giles has an egg-citing time.
17	**Ski Master Spectrum**	There's no business like snow business as you cope with the ski slopes.
18	**Recconaisance QL**	A special treat for QL owners Car and intelligence will be needed in this game.
22	**Operation Kristos BBC B**	Mission Impossible? Time will tell with this alien adventure.
26	**Car Race Atari**	Squeals on wheels . . . so get into gear for race track action.
29	**Skycapers Amstrad**	A taxing game. The Inland Revenue is out to get a lot of money.
31	**Low Level CBM 64**	Dares in the air as you fly close to the ground and destruction.

CREDITS Cover: Jef Riddle Design: Brian Cookman Sub-editor: Seamus St John

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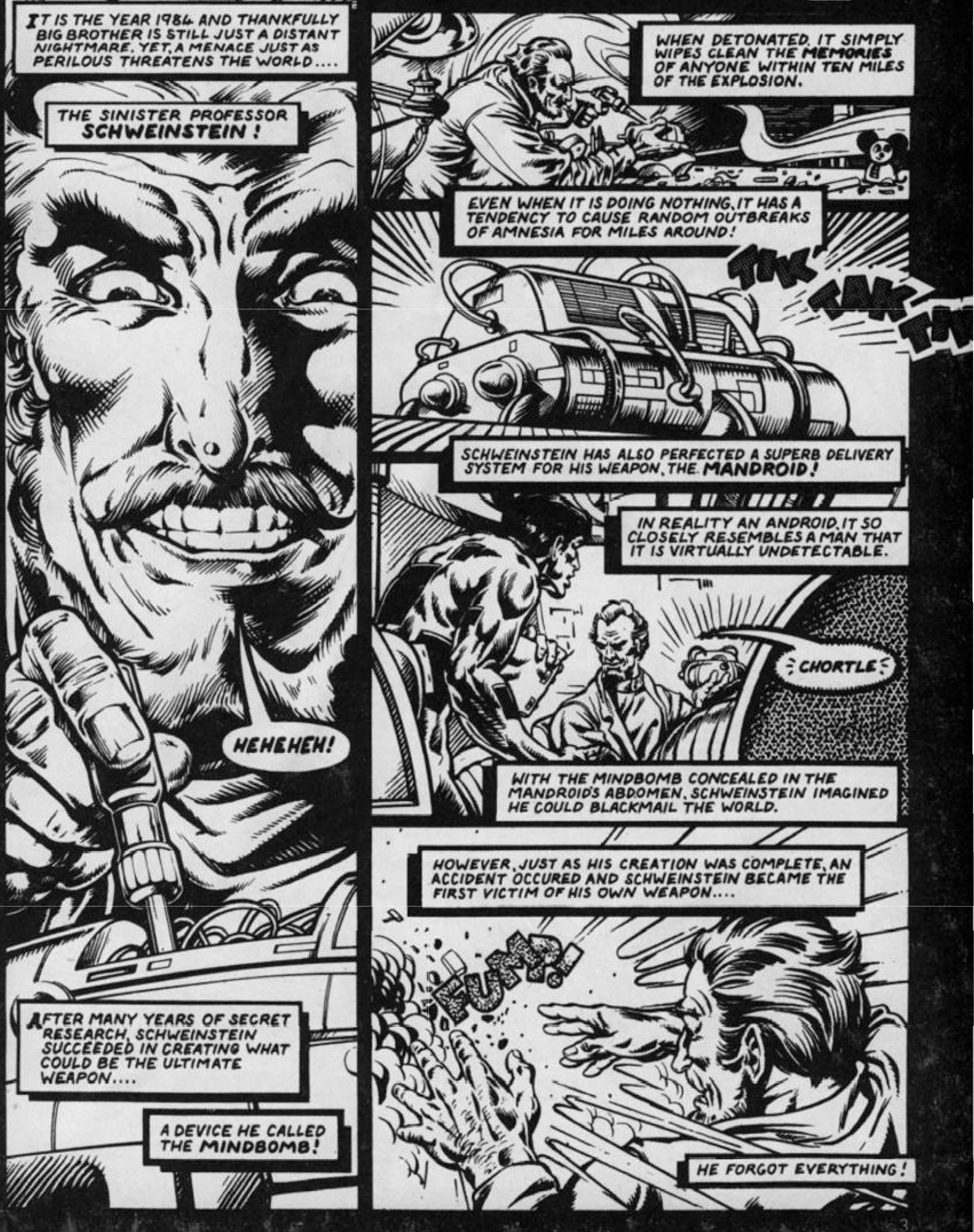
TREACHERY


IT IS THE YEAR 1984 AND THANKFULLY BIG BROTHER IS STILL JUST A DISTANT NIGHTMARE. YET, A MENACE JUST AS PERILOUS THREATENS THE WORLD....
THE SINISTER PROFESSOR SCHWEINSTEIN!
HEHEHEH!
AFTER MANY YEARS OF SECRET RESEARCH, SCHWEINSTEIN SUCCEEDED IN CREATING WHAT COULD BE THE ULTIMATE WEAPON....
A DEVICE HE CALLED THE MINDBOMB!
WHEN DETONATED, IT SIMPLY WIPES CLEAN THE MEMORIES OF ANYONE WITHIN TEN MILES OF THE EXPLOSION.
EVEN WHEN IT IS DOING NOTHING, IT HAS A TENDENCY TO CAUSE RANDOM OUTBREAKS OF AMNESIA FOR MILES AROUND!
TIK
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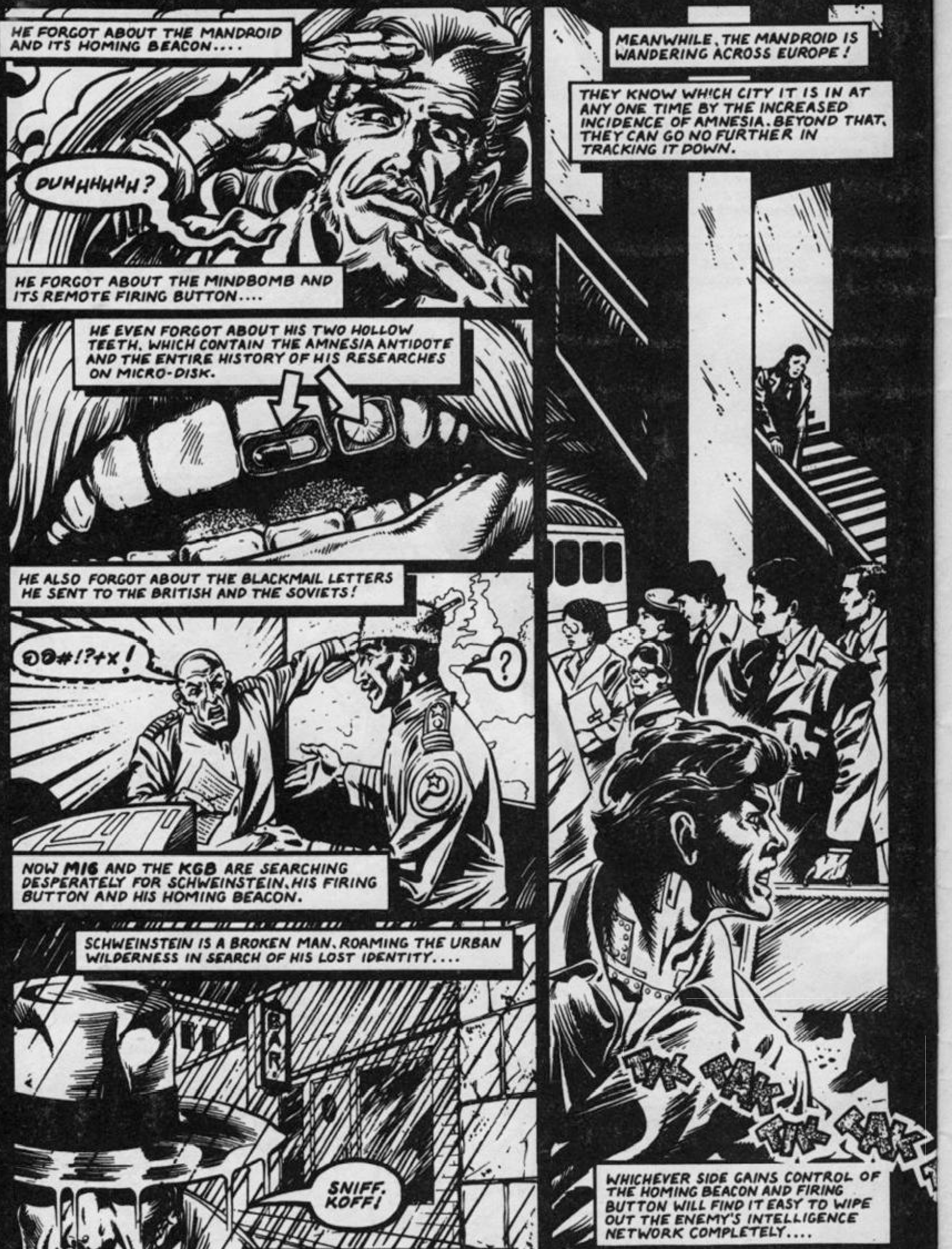
TIK
SCHWEINSTEIN HAS ALSO PERFECTED A SUPERB DELIVERY SYSTEM FOR HIS WEAPON, THE MANDROID!
IN REALITY AN ANDROID, IT SO CLOSELY RESEMBLES A MAN THAT IT IS VIRTUALLY UNDETECTABLE.
CHORTLE
WITH THE MINDBOMB CONCEALED IN THE MANDROID'S ABDOMEN, SCHWEINSTEIN IMAGINED HE COULD BLACKMAIL THE WORLD.
HOWEVER, JUST AS HIS CREATION WAS COMPLETE, AN ACCIDENT OCCURED AND SCHWEINSTEIN BECAME THE FIRST VICTIM OF HIS OWN WEAPON....
FUMP!
HE FORGOT EVERYTHING!


HE FORGOT ABOUT THE MANDROID AND ITS HOMING BEACON....
DUHHHHHH?
HE FORGOT ABOUT THE MINDBOMB AND ITS REMOTE FIRING BUTTON....
HE EVEN FORGOT ABOUT HIS TWO HOLLOW TEETH, WHICH CONTAIN THE AMNESIA ANTIDOTE AND THE ENTIRE HISTORY OF HIS RESEARCHES ON MICRO-DISK.
HE ALSO FORGOT ABOUT THE BLACKMAIL LETTERS HE SENT TO THE BRITISH AND THE SOVIETS!
@@#!?+x!
?
NOW MI6 AND THE KGB ARE SEARCHING DESPERATELY FOR SCHWEINSTEIN, HIS FIRING BUTTON AND HIS HOMING BEACON.
SCHWEINSTEIN IS A BROKEN MAN, ROAMING THE URBAN WILDERNESS IN SEARCH OF HIS LOST IDENTITY....
BAR
SNIFF. KOFF!
WHOEVER FINDS HIM FIRST WILL HAVE PULLED OFF A TREMENDOUS INTELLIGENCE COUP.
MEANWHILE, THE MANDROID IS WANDERING ACROSS EUROPE!
THEY KNOW WHICH CITY IT IS IN AT ANY ONE TIME BY THE INCREASED INCIDENCE OF AMNESIA. BEYOND THAT, THEY CAN GO NO FURTHER IN TRACKING IT DOWN.
TIK TAK TIK TAK
WHICHEVER SIDE GAINS CONTROL OF THE HOMING BEACON AND FIRING BUTTON WILL FIND IT EASY TO WIPE OUT THE ENEMY'S INTELLIGENCE NETWORK COMPLETELY....
LONDON AND MOSCOW ARE IN DANGER OF LOSING THEIR MINDS!

TREACHERY

Treachery is a tricky business at the best of times and you can be sure that the "friend" you are playing will be doing his worst to double-cross you. Bluff and bamboozlement are the weapons to use. A knowing smile or a subtle twitch of an eyebrow as you read through your agents' reports can be enough to send your opponent into a frenzied panic. But beware! He won't start tearing his hair out. He'll just nod calmly at you as if to say: "Yes, you've fallen for my trap."

LESSON ONE: IT'S FOR YOU-HOO!

Sending, receiving and intercepting messages is the key to success in *Treachery*. No self-respecting spymaster forgets that every order he sends and every report he receives *may* have been intercepted en route by the enemy and a clever spymaster uses this fact to his advantage.

Only a real traitor will betray your messages to the enemy and that betrayal will result in a message reporting interception to enemy HQ. With any luck, one of your agents will himself intercept the message of interception and report it back to *your* HQ. You then discover the identity of the traitor in your midst and you also know that your intercepting agent can be completely trusted. If he really belonged to the enemy, he would never have sent in an interception report.

So, in the early stages, it's a good idea to send orders by the longest routes possible in the hope that they get intercepted. At the same time, you should call in reports by the shortest and safest routes back to HQ since they may carry information you definitely don't want betrayed to the enemy.

LESSON TWO: THE BEST MOLES STAY UNDERGROUND

Until you have some idea of which agents are to be trusted, the best action is no action. If you use your agents James Bond fashion and leave a trail of dead bodies across Europe, you are very likely to lose the game. Your own agents become prominent targets, you waste time that can be more profitably spent gathering information and you are quite likely to bump off someone who is *not* an enemy agent.

Don't forget that even enemy agents can be very useful so long as you know who they are. They will be gathering information too — information that you can intercept and use to your own advantage.

Relocating an agent in a different city should only be done of necessity — you waste valuable spying opportunities and you might, in fact, be moving an enemy double-agent to a better position!

Instead, the first few turns should be spent making innocuous "searches" in the cities where you have agents. Soon you will build up a working knowledge of who to trust. Only then should you begin to think about new stations for your agents.

A vital task is to establish secure routes for your orders and reports by moving men you know you can rely on into gaps or suspect links in your communications.

Appropriately enough, Berlin, notorious for its wealth of spies, is a key centre for routing messages through. Without a man in Berlin, your flexibility in sending orders and calling in reports is severely limited and it is the one place where you might allow yourself the luxury of eliminating the opposition once and for all.

Another essential task is to make sure you have a trusted mole close to or in the enemy HQ, ready to intervene if the opposition finds Schweinstein first and makes a break for home.

LESSON THREE: A SNEAK IN TIME SAVES NINE

Above all, you must be sneaky. Not only is it vital in winning the game, it's also great fun! How sneaky you can be depends on the calibre of your opponent — it's no use employing tortuously subtle ruses against a blockhead — but it always offers rewarding opportunities for creative thinking.

One of my favourites is to send orders to an agent to kill your own Master Spy but to send them by an incomplete route so that they never actually arrive! You make sure, however, that the route includes a traitor who will betray your orders to the enemy. Your opponent immediately gets the impression that you have discovered one of his triple agents and have decided to eliminate him. He never suspects for one moment that you would kill your own Master Spy and now believes he knows an agent he can trust!

LESSON FOUR: DON'T PANIC

Never lose your cool. Rushing into action with all guns blazing is a tempting recourse during a crisis but calm, logical thinking will usually find a quiet solution to the problem. Remember, it is Smiley, not Bond, who wins at *Treachery*.

```
10 '    ******************************
20 REM  **          TREACHERY       **
30 '    ******************************
40 '    ** Converted From Spectrum **
50 '    ** & Commodore Listings in **
60 '    ** Computer  & Video Games **
70 '    ******************************
80 CLEAR
90 MODE 1
100 WINDOW#1,11,37,5,22:PAPER#1,0
110 ON ERROR GOTO 7750
120 GOTO 3420
130 '    *************************
140 REM ** Print Message Sheet **
150 '    *************************
160 CLS#1
170 PLOT 158,336,2:DRAWR 438,0:DRAWR 0,-
294:DRAWR -438,0:DRAWR 0,294
180 PEN 1
190 RETURN
200 '    ************************
210 REM ** Start of Turn Page **
220 '    ************************
230 CLS:CLS#1:x=3:y=2:GOSUB 2940
240 PLOT 1,1,1:DRAW 1,399:DRAW 639,399:D
RAW 639,1:DRAW 1,1
250 GOSUB 160
260 FOR k=1 TO 3
270 LOCATE#1,4,1+k:PRINT#1, t$(k)
280 NEXT
290 LOCATE#1,5,5:PRINT#1,p$(p,1)
300 LOCATE#1,2,7:PRINT#1,"OPERATIONAL FI
LE"
310 LOCATE#1,2,9:PRINT#1,"REF:   ";p$(p,2
)
320 LOCATE#1,2,11:PRINT#1,"Heidelberg Sc
hweinstein"
330 LOCATE#1,2,13:PRINT#1,"GRADE 1 ACCES
S ONLY"
340 LOCATE#1,2,15:PRINT#1,"Enter Clearan
ce Code"
350 LOCATE#1,2,17:PRINT#1,STRING$(6,210)
360 SOUND 7,200,25,5
370 c$="":FOR k=1 TO 6
380 k$=INKEY$:IF k$="" THEN 380
390 IF k$<"a" OR k$>"z" THEN GOTO 380
400 k$=CHR$(ASC(k$)-32):c$=c$+k$
410 LOCATE#1,1+k,17:PRINT#1,k$
420 IF INKEY$<>"" THEN 420
430 NEXT :IF day=3 THEN g$(p)=c$
440 IF c$<>g$(p) THEN LOCATE#1,9,17:PRIN
T#1,"IS INCORRECT":SOUND 7,1000,25,5,0,0
,7:FOR k=1 TO 1000:NEXT:LOCATE#1,9,17:PR
INT#1,"               ":GOTO 350
450 RETURN
460 '    *****************
470 REM ** End of Page **
480 '    *****************
490 LOCATE#1,2,17:PRINT#1,CHR$(24);" KEY
 COPY OR RETURN ";CHR$(24)
500 SOUND 7,200,25,5
510 IF INKEY(18)<>-1 THEN GOTO 550
520 IF INKEY(9)<>-1 THEN 540
530 GOTO 510
540 LOCATE#1,2,17:PRINT#1,"
      ":GOSUB 7620
550 RETURN
560 GOSUB 160
570 LOCATE#1,2,2:PRINT#1,p$(p,1);" DAY";
day
580 LOCATE#1,2,3:PRINT#1,"INCOMING REPOR
T"
590 LOCATE#1,2,5:PRINT#1,"PRESS KEY FOR
YOUR AGENT"
600 k$=INKEY$:IF k$="" THEN 600
610 IF k$=" " THEN RETURN
620 IF k$>="a" AND k$<="z" THEN a9=ASC(k
$)-96:GOTO 650
630 IF k$>="0" AND k$<="9" THEN a9=ASC(k
$)-21:GOTO 650
640 GOTO 600
650 IF ASC(n$(a9,4))=0 THEN GOTO 610
660 orank=ASC(n$(a9,p+1))
670 erank=ASC(n$(a9,4-p))
680 IF orank>erank AND ASC(MID$(f$(1,a9)
,5,1))>0 THEN 720
690 LOCATE#1,2,7:PRINT#1,CHR$(24);" NO R
EPORT IS AVAILABLE ";CHR$(24)
700 FOR k=1 TO 500:NEXT
710 GOTO 560
720 IF ASC(MID$(f$(1,a9),2,1))=0 THEN 78
0
730 m1=ASC(MID$(f$(1,a9),2,1))
740 m5=ASC(MID$(f$(1,a9),3,1))
750 m6=ASC(MID$(f$(1,a9),4,1))
760 f$(1,a9)=LEFT$(f$(1,a9),1)+CHR$(0)+M
ID$(f$(1,a9),3)
770 GOTO 820
780 m1=17:IF ASC(LEFT$(f$(1,a9),1))>1 TH
EN m1=16
790 m5=ASC(MID$(f$(1,a9),6))
800 m6=0
810 f$(1,a9)=LEFT$(f$(1,a9),5)+MID$(f$(1
,a9),7,8)+RIGHT$(f$(1,a9),1)
820 m2=a9
830 m3=p
840 m4=day-1
850 f$(1,a9)=LEFT$(f$(1,a9),4)+CHR$(ASC(
MID$(f$(1,a9),5,1))-1)+MID$(f$(1,a9),6)
860 m$=CHR$(m1)+CHR$(m2)+CHR$(m3)+CHR$(m
4)+CHR$(m5)+CHR$(m6)
870 from=ASC(n$(a9,1))
880 type=1:IF p=2 THEN de=25 ELSE de=18
890 LOCATE#1,2,5:PRINT#1,"
        "

900 LOCATE#1,2,5:PRINT#1,x$(a9);" TO ";M
ID$(p$(p,1),5):GOSUB 2360
910 IF k$="X" THEN GOTO 560
920 me=stack-1:md=3
930 GOSUB 160
940 LOCATE#1,2,2:PRINT#1,p$(p,1);" DAY";
day
950 LOCATE#1,2,3:PRINT#1,"INCOMING REPOR
T"
960 IF e=1 THEN LOCATE#1,2,5:PRINT#1,"RE
PORT HAS BEEN SENT BUT":LOCATE#1,2,6:PRI
NT#1,"IT HAS NOT BEEN RECEIVED":GOTO 490
970 y=4:GOSUB 1020
980 GOTO 490
990 '    ********************
1000 REM ** Decode Message **
1010 '    ********************
1020 m1=ASC(LEFT$(s$(md,me),1))
1030 m2=ASC(MID$(s$(md,me),2,1))
1040 m3=ASC(MID$(s$(md,me),3,1))
1050 m4=ASC(MID$(s$(md,me),4,1))
1060 m5=ASC(MID$(s$(md,me),5,1))
1070 m6=ASC(MID$(s$(md,me),6,1))
1080 LOCATE#1,2,y:PEN#1,3:PRINT#1,STRING
$(25,255):PEN#1,1:y=y+1
1090 IF m1<10 THEN LOCATE#1,2,y:PRINT#1,
 MID$(p$(m3,1),5);" TO ";x$(m2)
```

```
1100 IF m1>9 THEN LOCATE#1,2,y:PRINT#1,x
$(m2);" TO ";MID$(p$(m3,1),5)
1110 y=y+1
1120 ON m1 GOSUB 1170,1180,1190,1200,122
0,1230,1250,1260,1270,1280,1300,1320
1130 IF m1>12 THEN ON (m1-12) GOSUB 1340
,1360,1380,1390,1420
1140 y=y+1
1150 LOCATE#1,2,y:PEN#1,3:PRINT#1,STRING
$(25,255):PEN#1,1
1160 RETURN
1170 LOCATE#1,2,y:PRINT#1,"Go to ";w$(m5
):RETURN
1180 LOCATE#1,2,y:PRINT#1,"Kill ";x$(m5)
:RETURN
1190 LOCATE#1,2,y:PRINT#1,"Search ";w$(m
5):RETURN
1200 LOCATE#1,2,y:PRINT#1,"Steal ";r$(m5
):y=y+1
1210 LOCATE#1,2,y:PRINT#1,"From agent ";
x$(m6):RETURN
1220 LOCATE#1,2,y:PRINT#1,"Hide ";r$(m5)
:RETURN
1230 LOCATE#1,2,y:PRINT#1,"Transfer ";r$
(m5):y=y+1
1240 LOCATE#1,2,y:PRINT#1,"To agent ";x$
(m5):RETURN
1250 LOCATE#1,2,y:PRINT#1,"Change status
 to ";q$(m5):RETURN
1260 LOCATE#1,2,y:PRINT#1,"Switch HOMING
-BEACON ";o$(m5):RETURN
1270 LOCATE#1,2,y:PRINT#1,"Explode MIND-
BOMB":RETURN
1280 LOCATE#1,2,y:PRINT#1,r$(m5);" captu
red":y=y+1
1290 LOCATE#1,2,y:PRINT#1,"in ";w$(m6):R
ETURN
1300 LOCATE#1,2,y:PRINT#1,r$(m5);" locat
ed":y=y+1
1310 LOCATE#1,2,y:PRINT#1,"in ";w$(m6):R
ETURN
1320 LOCATE#1,2,y:PRINT#1,"SCHWEINSTEIN
was seen on":y=y+1
1330 LOCATE#1,2,y:PRINT#1,"DAY";m5;"in "
;w$(m6):RETURN
1340 LOCATE#1,2,y:PRINT#1,"I have got ";
r$(m5):y=y+1
1350 LOCATE#1,2,y:PRINT#1,"From ";x$(m6)
:RETURN
1360 LOCATE#1,2,y:PRINT#1,"I have not go
t":y=y+1
1370 LOCATE#1,2,y:PRINT#1,r$(m5):RETURN
1380 LOCATE#1,2,y:PRINT#1,"Goods have be
en stolen":RETURN
1390 LOCATE#1,2,y:PRINT#1,"Message stopp
ed on DAY";m4:y=y+1
1400 IF md=1 THEN LOCATE#1,2,y:PRINT#1,"
Contents not available":RETURN
1410 me=m5:md=md-1:GOSUB 1020:RETURN
1420 LOCATE#1,2,y:PRINT#1,"Message passe
d on DAY";m4:y=y+1
1430 IF md=1 THEN LOCATE#1,2,y:PRINT#1,"
Contents not available":RETURN
1440 me=m5:md=md-1:GOSUB 1020:RETURN
1450 '    *****************
1460 REM ** Give Orders **
1470 '    *****************
1480 i$="":m6=0:GOSUB 160:LOCATE#1,2,2:P
RINT#1,p$(p,1);" DAY";day
1490 LOCATE#1,2,4:PRINT#1,"OUTGOING ORDE
R'S"
1500 LOCATE#1,2,6:PRINT#1,"PRESS KEY FOR
 YOUR AGENT"
1510 k$=INKEY$:IF k$="" THEN 1510
1520 IF k$=" " THEN RETURN
1530 IF k$>="a" AND k$<="z" THEN m2=ASC(
k$)-96:GOTO 1560
1540 IF k$>="0" AND k$<="9" THEN m2=ASC(
k$)-21:GOTO 1560
1550 GOTO 1510
1560 IF ASC(n$(m2,4))=0 THEN 1510
1570 LOCATE#1,2,7:PRINT#1,MID$(p$(p,1),5
);" TO ";x$(m2)
1580 LOCATE#1,2,8:PRINT#1,"KEY 1  Go to
city"
1590 LOCATE#1,2,9:PRINT#1,"KEY 2  Kill a
gent"
1600 LOCATE#1,2,10:PRINT#1,"KEY 3  Searc
h city"
1610 LOCATE#1,2,11:PRINT#1,"KEY 4  Steal
 object"
1620 LOCATE#1,2,12:PRINT#1,"KEY 5  Hide
object"
1630 LOCATE#1,2,13:PRINT#1,"KEY 6  Trans
fer object"
1640 LOCATE#1,2,14:PRINT#1,"KEY 7  Chang
e status"
1650 LOCATE#1,2,15:PRINT#1,"KEY 8  Switc
h BEACON"
1660 LOCATE#1,2,16::PRINT#1,"KEY 9  Expl
ode MIND-BOMB"
1670 k$=INKEY$:IF k$="" THEN 1670
1680 IF k$<"1" OR k$>"9" THEN 1670
1690 m1=VAL(k$)
1700 FOR k=2 TO 9
1710 LOCATE#1,2,7+k:PRINT#1,"
1720 NEXT
1730 LOCATE#1,2,8::PRINT#1,"
              ":LOCATE#1,2,8
1740 ON VAL(k$) GOSUB 1840,1850,1860,187
0,1880,1890,1900,1910,1920
1750 m3=p:m4=day
1760 m$=CHR$(m1)+CHR$(m2)+CHR$(m3)+CHR$(
m4)+CHR$(m5)+CHR$(m6)
1770 IF p=2 THEN from=25 ELSE from=18
1780 type=0:de=ASC(n$(m2,1)):GOSUB 2360
1790 IF k$="X" THEN GOTO 1480
1800 RETURN
1810 '    *************************
1820 REM ** Parameter Selection **
1830 '    *************************
1840 PRINT#1,"Go to ...":GOTO 1930
1850 PRINT#1,"Kill ...":GOSUB 2020:m5=a9
:LOCATE#1,7,8:PRINT#1,x$(m5):RETURN
1860 m5=ASC(n$(m2,1)):PRINT#1,"Search ";
w$(m5):RETURN
1870 PRINT#1,"Steal ...":GOSUB 2110:LOCA
TE#1,8,8:PRINT#1,r$(m5):LOCATE#1,2,9:PRI
NT#1,"from agent ...":GOSUB 2020:m6=a9:L
OCATE#1,13,9:PRINT#1,x$(m6):RETURN
1880 PRINT#1,"Hide ...":GOSUB 2110:LOCAT
E#1,7,8:PRINT#1,r$(m5):RETURN
1890 PRINT#1,"Transfer ...":GOSUB 2110:L
OCATE#1,11,8:PRINT#1,r$(m5):LOCATE#1,2,9
:PRINT#1,"to agent ...":GOSUB 2020:m6=a9
:LOCATE#1,11,9:PRINT#1,x$(m6):RETURN
1900 PRINT#1,"Change status to ...":GOSU
B 2200:LOCATE#1,19,8:PRINT#1,q$(m5):RETU
RN
1910 PRINT#1,"Switch HOMING-BEACON ...":
GOSUB 2270:LOCATE#1,23,8:PRINT#1,o$(m5):
RETURN
```

```
1920 PRINT#1,"Explode MIND-BOMB":RETURN
1930 l=8:m5=ASC(n$(m2,1)):FOR k=1 TO 8
1940 k$=MID$(y$(m5),k,1):IF k$=" " THEN
l=k-1:k=8:GOTO 1960
1950 LOCATE#1,2,10+k:PRINT#1,"KEY";k;w$(
ASC(k$)-64)
1960 NEXT
1970 k$=INKEY$:IF k$="" THEN 1970
1980 IF k$<"1" OR k$>RIGHT$(STR$(l),1)
THEN 1970
1990 GOSUB 2320
2000 m5=ASC(MID$(y$(m5),VAL(k$),1))-64:L
OCATE#1,8,8:PRINT#1,w$(m5):RETURN
2010 REM ** Key in Agent **
2020 LOCATE#1,2,11:PRINT#1,"PRESS KEY FO
R AGENT"
2030 k$=INKEY$:IF k$="" THEN 2030
2040 IF k$>="a" AND k$<="z" THEN ag=ASC(
k$)-96:GOTO 2070
2050 IF k$>="0" AND k$<="9" THEN ag=ASC(
k$)-21:GOTO 2070
2060 GOTO 2030
2070 IF ASC(n$(ag,4))=0 THEN 2030
2080 l=1:GOSUB 2320
2090 RETURN
2100 REM ** Key in Object **
2110 FOR k=1 TO 3
2120 LOCATE#1,2,10+k:PRINT#1,"KEY";k;r$(
k)
2130 NEXT
2140 k$=INKEY$:IF k$="" THEN 2140
2150 IF k$<"1" OR k$>"3" THEN 2140
2160 m5=VAL(k$)
2170 l=3:GOSUB 2320
2180 RETURN
2190 REM ** Key in Status **
2200 FOR k=1 TO 3
2210 LOCATE#1,2,10+k:PRINT#1,"KEY";k,q$(
k)
2220 NEXT
2230 k$=INKEY$:IF k$="" THEN 2230
2240 IF k$<"1" OR k$>"3" THEN 2230
2250 GOTO 2160
2260 REM ** Key in ON/OFF **
2270 LOCATE#1,2,11:PRINT#1,"KEY 1 ON":LO
CATE#1,2,12:PRINT#1,"KEY 2 OFF"
2280 k$=INKEY$:IF k$="" THEN 2280
2290 IF k$<"1" OR k$>"2" THEN 2280
2300 m5=VAL(k$)
2310 l=2
2320 FOR k=1 TO l+1:LOCATE#1,2,9+k:PRINT
#1,"                               ":NEXT:RETU
RN
2330 '    **********************
2340 REM ** Message Routing **
2350 '    **********************
2360 LOCATE#1,2,10:PRINT#1,"Choose route
 for message"
2370 LOCATE#1,2,11:PRINT#1,"by pressing
agent keys"
2380 LOCATE#1,2,13:PRINT#1,"Destination
of message"
2390 LOCATE#1,2,14:PRINT#1,"will end rou
te entry"
2400 LOCATE#1,2,16:PRINT#1,"SPACE will c
ancel."
2410 LOCATE#1,2,17:PRINT#1,"Longest rout
e = 8 agents"
2420 k$=INKEY$:IF k$="" THEN 2420
2430 IF (k$<"0" OR k$>"9") AND (k$<"a" O
R k$>"z") AND k$<>" " THEN GOTO 2420
2440 IF k$=" " THEN k$="X":RETURN
2450 l=8:GOSUB 2320
2460 a$="":n=0:GOTO 2480
2470 k$=INKEY$:IF k$="" THEN 2470
2480 IF k$=" " THEN l=8:GOSUB 2320:GOTO
2360
2490 IF k$>="0" AND k$<="9" THEN k=ASC(k
$)-21:GOTO 2520
2500 IF k$>="a" AND k$<="z" THEN k=ASC(k
$)-96:GOTO 2520
2510 GOTO 2470
2520 IF ASC(n$(k,4))=0 THEN 2470
2530 c=ASC(n$(k,1)):LOCATE#1,2,10+n:PRIN
T#1,x$(k);" ";w$(c)
2540 n=n+1:a$=a$+CHR$(k):IF c=de AND (ty
pe=1 OR k=m2) THEN GOTO 2580
2550 IF n=8 THEN LOCATE#1,2,9:PRINT#1,CH
R$(24);" THIS ROUTE IS TOO LONG ";CHR$(2
4):FOR k=1 TO 500:NEXT:l=8:GOSUB 2320:LO
CATE#1,2,9:PRINT#1,"
     ":GOTO 2360
2560 IF INKEY$<>"" THEN 2560
2570 GOTO 2470
2580 l=8:GOSUB 2320:LOCATE#1,2,10:PRINT#
1,"MESSAGE TO BE SENT VIA":FOR k=0 TO 2:
LOCATE#1,2,12+k
2590 FOR j=1 TO 3
2600 IF k*3+j>n THEN GOTO 2630
2610 ag=ASC(MID$(a$,k*3+j,1))
2620 PRINT#1,x$(ag);" ";
2630 NEXT:NEXT
2640 SOUND 7,200,25,5
2650 LOCATE#1,2,17:PRINT#1,CHR$(24);" KE
Y CLEAR, COPY OR ENTER";CHR$(24)
2660 IF INKEY(9)<>-1 THEN GOSUB 7620:GOT
O 2700
2670 IF INKEY(18)<>-1 THEN 2700
2680 IF INKEY(47)<>-1 THEN RETURN
2690 GOTO 2660
2700 LOCATE#1,2,17:PRINT#1,"THE MESSAGE
IS BEING SENT"
2710 s$(3,stack)=m$
2720 '    ************************
2730 REM **Message Interception **
2740 '    ************************
2750 e=0:a$=i$+a$:n=LEN(a$):FOR k=1 TO n
2760 ag=ASC(MID$(a$,k,1)):tt=ASC(n$(ag,1
))
2770 IF e=1 OR VAL(MID$(z$(from),tt,1))>
1 THEN e=1:GOTO 2840
2780 orank=ASC(n$(ag,p+1)):erank=ASC(n$(
ag,4-p))
2790 IF orank>=erank THEN GOTO 2840
2800 im=ASC(MID$(f$(2,ag),5,1)):IF im>0
AND ASC(MID$(f$(2,ag),im+5,1))=stack THE
N GOTO 2840
2810 im=im+1:f$(2,ag)=LEFT$(f$(2,ag),4)+
CHR$(im)+MID$(f$(2,ag),6)
2820 f$(2,ag)=LEFT$(f$(2,ag),im+4)+CHR$(
stack)+MID$(f$(2,ag),im+6)
2830 IF ASC(n$(ag,4))<>1 THEN e=1:IF k=n
 AND ASC(LEFT$(m$,1))<10 AND ASC(n$(ag,4
))=2 THEN e=0
2840 from=tt
2850 NEXT
2860 IF ASC(LEFT$(m$,1))>9 OR e=1 THEN 2
900
2870 IF orank=0 THEN 2900
2880 IF orank<erank AND ASC(n$(ag,5))<>0
 THEN 2900
2890 n$(ag,5)=CHR$(stack)
```

```
2900 stack=stack+1:RETURN
2910 '    ***************
2920 REM ** Draw Flag **
2930 '    ***************
2940 IF p=2 THEN PEN 3
2950 FOR k=1 TO 14
2960 LOCATE x,y+k-1:PRINT u$(p,k)
2970 NEXT
2980 PEN 1:RETURN
2990 '    ******************
3000 REM ** Player Tune **
3010 '    ******************
3020 '
3030 '
3040 '    **************
3050 REM ** UDG Data **
3060 '    **************
3070 DATA 255,255,253,248,241,225,246,25
5
3080 DATA 255,255,239,199,152,63,127,255
3090 DATA 255,255,239,247,251,251,251,12
3
3100 DATA 187,211,231,199,27,253,255,255
3110 '    *********************
3120 REM ** Various Strings **
3130 '    *********************
3140 DATA MI6 LONDON CONTROL
3150 DATA KGB MOSCOW CENTRAL
3160 DATA SCHW.315b/QZ
3170 DATA LIQ/ROBOTNIK/S-20
3180 DATA ON,OFF
3190 DATA ASLEEP,AWAKE,ACTIVE
3200 DATA SCHWEINSTEIN,FIRING BUTTON,HOM
ING BEACON
3210 DATA 4,3,3,4,3,2,3,2
3220 DATA 2,3,2,3,2,1,2,1
3230 DATA 2,1,2,1,1,2,1,2
3240 DATA 1,2,1,2,1,0,1,0
3250 DATA 1,0,1,0,1,0,1,0
3260 DATA 1,0,1,0,0,1,0,1
3270 DATA 0,1,0,1,0,1,0,1
3280 DATA 0,1,0,1,0,0,0,0
3290 DATA 0,0,0,0,0,0,0,0
3300 '    *********************
3310 REM ** Cities & Agents **
3320 '    *********************
3330 DATA AMSTERDAM,ALPHA,BELGRADE,BRAVO
,VIENNA,CHARLIE,PARIS,DELTA,OSLO,ECHO,LI
SBON,FOXTROT,MADRID,GOLF,TANGIER,HOTEL,W
ARSAW,IVAN,ROME,JULIET
3340 DATA ATHENS,KING,ISTANBUL,LIMA,BUCH
AREST,MIKE,SOFIA,NOBLE,PRAGUE,OSCAR,COPE
NHAGEN,PAPA,REYKJAVIK,QUIZ,LONDON,ROMEO,
BRUSSELS,SIERRA,BERLIN,TANGO
3350 DATA HELSINKI,UNCLE,BUDAPEST,VICTOR
,DUBLIN,WINTER,ZURICH,X-RAY,MOSCOW,YANKE
E,STOCKHOLM,ZULU
3360 DATA ZERO,ONE,TWO,THREE,FOUR,FIVE,S
IX,SEVEN,EIGHT,NINE
3370 DATA "PTSR    ","VMNKJC  ","OVBJXT
 ","STXJGR  ","UZPRWQ  ","WRGH    ","RDJ
KHF  ","KFG     ","YVOTPZ  ","CBKGDX  ",
"NLHGJB  ","YKNM    ","YLNBV   ","MLKB
  ","IVCT    ","EZITAR  ","UEW     ","EP
ASDGFW","ATDR    ","PIOCXDSA","YZEQ    "
,"IYMBCO  "
3380 DATA "QERF    ","TCJD    ","LMVIZU
 ","UYIPE   "
3390 '    ****************
3400 REM ** Game Start **
3410 '    ****************
3420 BORDER 13:INK 0,26:INK 1,0:INK 2,2:
INK 3,6
3430 CLS:PEN 1
3440 LOCATE 12,1:PRINT"T R E A C H E R Y
"
3450 LOCATE 4,3:PRINT"When the ";:PEN 3:
PRINT"KGB ";:PEN 1:PRINT"and ";:PEN 2:PR
INT"MI6 ";:PEN 1:PRINT"wage a war of"
3460 LOCATE 3,4:PRINT"wits through the c
apitals of Europe,"
3470 LOCATE 11,5:PRINT"nothing is simple
!!"
3480 OPENOUT "dummy"
3490 MEMORY HIMEM-1
3500 CLOSEOUT
3510 '    ****************************
3520 REM ** User Defined Graphics **
3530 '    ****************************
3540 BORDER 9
3550 FOR char=251 TO 254
3560 FOR ch=1 TO 8
3570 READ a(ch)
3580 NEXT
3590 SYMBOL char,a(1),a(2),a(3),a(4),a(5
),a(6),a(7),a(8)
3600 NEXT
3610 SYMBOL 255,0,0,0,255,255,0,0,0
3620 '    *************************
3630 REM ** 'Top Secret' Data **
3640 '    *************************
3650 t$(1)=CHR$(139)+CHR$(129)+CHR$(135)
+CHR$(133)+CHR$(135)+CHR$(133)+"  "+CHR$
(135)+CHR$(129)+CHR$(135)+CHR$(129)+CHR$
(135)+CHR$(129)+CHR$(135)+CHR$(133)+CHR$
(135)+CHR$(129)+CHR$(139)+CHR$(129)
3660 t$(2)=CHR$(138)+" "+STRING$(2,133)+
CHR$(135)+CHR$(129)+"  "+CHR$(131)+CHR$(
133)+CHR$(135)+" "+CHR$(133)+" "+CHR$(13
5)+CHR$(132)+CHR$(135)+" "+CHR$(138)
3670 t$(3)=CHR$(130)+" "+CHR$(131)+CHR$(
129)+CHR$(129)+"   "+CHR$(131)+CHR$(129)
+CHR$(131)+CHR$(129)+CHR$(131)+CHR$(129)
+CHR$(129)+CHR$(129)+CHR$(131)+CHR$(129)
+CHR$(130)
3680 '    ******************************
3690 REM ** Construct Flag Strings **
3700 '    ******************************
3710 REM "...is CTRL & O"
3720 DIM u$(2,14):u$(1,1)="3"+CHR$(213)+
CHR$(143)+CHR$(215)+"2"+CHR$(213)+STRING
$(3,143)+" "+"3"+STRING$(3,143)+" "+"2"+
STRING$(3,143)+CHR$(212)+"3"+CHR$(214)+C
HR$(143)+CHR$(212)
3730 u$(1,2)="2"+CHR$(215)+"3"+CHR$(213)
+CHR$(143)+CHR$(215)+"2"+CHR$(213)+STRIN
G$(2,143)+" "+"3"+STRING$(3,143)+" "+"2"
+STRING$(2,143)+CHR$(212)+"3"+CHR$(214)+
CHR$(143)+CHR$(212)+"2"+CHR$(214)
3740 u$(1,3)="2"+CHR$(143)+CHR$(215)+"3"
+CHR$(213)+CHR$(143)+CHR$(215)+"2"+CHR$(
213)+CHR$(143)+" "+"3"+STRING$(3,143)+"
"+"2"+CHR$(143)+CHR$(212)+"3"+CHR$(214)+
CHR$(143)+CHR$(212)+"2"+CHR$(214)+CHR$(1
43)
3750 u$(1,4)="2"+CHR$(143)+CHR$(143)+CHR
$(215)+"3"+CHR$(213)+CHR$(143)+CHR$(215)
+"2"+CHR$(213)+" "+"3"+STRING$(3,143)+"
"+"2"+CHR$(212)+"3"+CHR$(214)+CHR$(143)+
CHR$(212)+"2"+CHR$(214)+STRING$(2,143)
3760 u$(1,5)="2"+STRING$(3,143)+CHR$(215
)+"3"+CHR$(213)+CHR$(143)+CHR$(215)+" "+
STRING$(3,143)+" "+CHR$(214)+CHR$(143)+C
HR$(212)+"2"+CHR$(214)+STRING$(3,143)
3770 u$(1,6)=STRING$(8," ")+"3"+STRING$(
3,143)+STRING$(8," "):u$(1,9)=u$(1,6)
3780 u$(1,7)="3"+STRING$(19,143):u$(1,8)
=u$(1,7)
3790 u$(1,10)="2"+STRING$(3,143)+CHR$(21
2)+"3"+CHR$(214)+CHR$(143)+CHR$(212)+" "
+STRING$(3,143)+" "+CHR$(213)+CHR$(143)+
CHR$(215)+"2"+CHR$(213)+STRING$(3,143)
3800 u$(1,11)="2"+STRING$(2,143)+CHR$(21
2)+"3"+CHR$(214)+CHR$(143)+CHR$(212)+"2"
+CHR$(214)+"3"+" "+STRING$(3,143)+" "+"2
"+CHR$(215)+"3"+CHR$(213)+CHR$(143)+CHR$
(215)+"2"+CHR$(213)+STRING$(2,143)
3810 u$(1,12)="2"+CHR$(143)+CHR$(212)+"3
"+CHR$(214)+CHR$(143)+CHR$(212)+"2"+CHR$
(214)+CHR$(143)+"3"+" "+STRING$(3,143)+"
 "+"2"+CHR$(143)+CHR$(215)+"3"+CHR$(213)
+CHR$(143)+CHR$(215)+"2"+CHR$(213)+CHR$(
143)
3820 u$(1,13)="2"+CHR$(212)+"3"+CHR$(214
)+CHR$(143)+CHR$(212)+"2"+CHR$(214)+STRI
NG$(2,143)+"3"+" "+STRING$(3,143)+" "+"2
"+STRING$(2,143)+CHR$(215)+"3"+CHR$(213)
+CHR$(143)+CHR$(215)+"2"+CHR$(213)
3830 u$(1,14)="3"+CHR$(214)+CHR$(143)+CH
R$(212)+"2"+CHR$(214)+STRING$(3,143)+"3"
+" "+STRING$(3,143)+" "+"2"+STRING$(3,14
3)+CHR$(215)+"3"+CHR$(213)+CHR$(143)+CHR
$(215)
3840 l$=STRING$(19,143)
3850 FOR l=1 TO 14
3860 u$(2,l)=l$
3870 NEXT
3880 MID$(u$(2,2),16,2)=CHR$(251)+CHR$(2
53)
3890 MID$(u$(2,3),16,2)=CHR$(252)+CHR$(2
54)
3900 REM a$="":b$="":c$="":d$="":e$="":f
$="":bl$="":g$="":h$="":i$="":j$="":k$="
":l$="":y$="":z$="":m$=""
3910 '    ****************
3920 REM ** Print Flags **
3930 '    ****************
3940 p=2:x=20:y=7
3950 GOSUB 2940
3960 p=1:x=3:y=11
3970 GOSUB 2940
3980 '    *************************
3990 REM ** Read Various Strings **
4000 '    *************************
4010 DIM p$(2,2)
4020 READ p$(1,1),p$(2,1)
4030 READ p$(1,2),p$(2,2)
4040 DIM o$(2),q$(3),r$(3)
4050 DIM s$(3,16)
4060 READ o$(1),o$(2)
4070 READ q$(1),q$(2),q$(3)
4080 READ r$(1),r$(2),r$(3)
4090 DIM n$(36,5),f$(2,36)
4100 FOR k=1 TO 26:n$(k,1)=CHR$(k):NEXT
k
4110 FOR k=27 TO 31:n$(k,1)=CHR$(18):NEX
T
4120 FOR k=32 TO 36:n$(k,1)=CHR$(25):NEX
T
4130 FOR k=1 TO 36:FOR j=2 TO 5:n$(k,j)=
CHR$(32):NEXT:NEXT
4140 m$="":FOR k=1 TO 13:m$=m$+CHR$(0):N
EXT
4150 RANDOMIZE TIME :FOR k=1 TO 36
4160 READ a,b
4170 c=INT(RND*36)+1:IF ASC(n$(c,2))<>32
 THEN GOTO 4170
4180 n$(c,2)=CHR$(a):n$(c,3)=CHR$(b)
4190 f$(1,c)=CHR$(1)+m$:n$(c,4)=CHR$(1)
4200 IF (a=1 AND b=0) OR (a=0 AND b=1) T
HEN f$(1,c)=CHR$(3)+m$:n$(c,4)=CHR$(3)
4210 f$(2,c)=f$(1,c)
4220 n$(c,5)=CHR$(0)
4230 NEXT
4240 DIM g$(2),o(6,5),s(4)
4250 BORDER 20
4260 '    *************************
4270 REM ** Read Cities & Agents **
4280 '    *************************
4290 DIM w$(26),x$(36)
4300 FOR k=1 TO 26
4310 READ w$(k),x$(k)
4320 NEXT
4330 FOR k=27 TO 36
4340 READ x$(k)
4350 NEXT
4360 DIM y$(26)
4370 FOR k=1 TO 26
4380 READ y$(k)
4390 NEXT
4400 BORDER 6
4410 '    **************************
4420 REM ** City to City Distance **
4430 '    **************************
4440 DIM z$(26):GOSUB 7800
4450 GOSUB 8100:REM **Screen Copy M/C *
4460 '    ***************
4470 REM ** Game Start **
4480 '    ***************
4490 BORDER 24:zzz=FRE("")
4500 day=3
4510 BORDER 26
4520 stack=1
4530 p=1
4540 r=INT(RND*26)+1:IF r=18 OR r=25 THE
N 4540
4550 s(1)=r:schwag=0
4560 FOR j=1 TO 5:GOSUB 6210:NEXT
4570 r=INT(RND*26)+1:IF r=18 OR r=25 THE
N 4570
4580 btag=0:btloc=r
4590 r=INT(RND*26)+1:IF r=18 OR r=25 OR
r=btloc THEN 4590
4600 bcag=0:bcloc=r:bcon=2
4610 manloc=INT(RND*26)+1
4620 explod=0
4630 GOTO 4980
4640 '    **********************
4650 REM ** Print Agent Ranks **
4660 '    **********************
4670 GOSUB 160
4680 LOCATE#1,2,2:PRINT#1,MID$(p$(p,1),1
,4);"RANK & AGENT DAY";day
4690 PEN#1,3
4700 y=4:x=2
4710 FOR k=1 TO 36
4720 IF ASC(n$(k,4))=0 OR ASC(n$(k,p+1))
=0 THEN GOTO 4770
4730 a=ASC(n$(k,p+1))
4740 LOCATE#1, x,y:PRINT#1,a;" ";x$(k)
4750 y=y+1
4760 IF y=15 THEN y=4:x=14
4770 NEXT
4780 PEN#1,1
```

```
4790 GOTO 490
4800 '    ************************
4810 REM ** List Agent Reports **
4820 '    ************************
4830 GOSUB 160
4840 LOCATE#1,2,2:PRINT#1,MID$(p$(p,1),1
,4);"AGENT REPORTS DAY",day
4850 y=4:x=2
4860 FOR k=1 TO 36
4870 IF ASC(n$(k,4))=0 THEN GOTO 4930
4880 orank=ASC(n$(k,p+1))
4890 erank=ASC(n$(k,4-p))
4900 IF orank<=erank OR ASC(MID$(f$(1,k)
,5,1))=0 THEN GOTO 4930
4910 LOCATE#1,x,y:PRINT#1,x$(k);" ";ASC(
MID$(f$(1,k),5,1))
4920 y=y+1:IF y=15 THEN y=4:x=14
4930 NEXT
4940 GOTO 490
4950 '    **************************
4960 REM ** Player Turn Reports **
4970 '    **************************
4980 reports=0:GOSUB 230
4990 IF reports=5 THEN GOTO 5200
5000 GOSUB 160
5010 IF day=3 THEN GOTO 5200
5020 LOCATE#1,2,2:PRINT#1,p$(p,1);" DAY"
;day
5030 LOCATE#1,2,3:PRINT#1,"YESTERDAY'S F
IELD REPORTS"
5040 LOCATE#1,2,6:PRINT#1,"KEY 1 List al
l agents"
5050 LOCATE#1,2,7:PRINT#1,"      and the
ir rank"
5060 LOCATE#1,2,9:PRINT#1,"KEY 2 List ag
ents with"
5070 LOCATE#1,2,10:PRINT#1,"      report
s to send and"
5080 LOCATE#1,2,11:PRINT#1,"      how ma
ny reports"
5090 LOCATE#1,2,13:PRINT#1,"KEY 3 Call i
n a report"
5100 LOCATE#1,2,15:PRINT#1,"KEY 4 Finish
 with reports"
5110 LOCATE#1,2,16:PRINT#1,"      Give t
oday's orders"
5120 k$=INKEY$:IF k$="" THEN GOTO 5120
5130 IF k$<"1" OR k$>"4" THEN GOTO 5120
5140 IF k$="1" THEN GOSUB 4670:GOTO 4990
5150 IF k$="2" THEN GOSUB 4830:GOTO 4990
5160 IF k$="3" THEN GOSUB 560:reports=re
ports+1:GOTO 4990
5170 '    ************************
5180 REM ** Player Turn Orders **
5190 '    ************************
5200 orders=0
5210 IF orders=3 THEN GOTO 5350
5220 GOSUB 160
5230 LOCATE#1,2,2:PRINT#1,p$(p,1);" DAY"
;day
5240 LOCATE#1,2,4:PRINT#1,"TODAY'S ORDER
S"
5250 LOCATE#1,2,6:PRINT#1,"KEY 1 List al
l agents"
5260 LOCATE#1,2,7:PRINT#1,"      and the
ir rank"
5270 LOCATE#1,2,9:PRINT#1,"KEY 2 Give an
 order"
5280 LOCATE#1,2,11:PRINT#1,"KEY 3 Finish
 with orders"
5290 LOCATE#1,2,12:PRINT#1,"      Operat
ions over"
5300 LOCATE#1,2,13:PRINT#1,"      until
tomorrow"
5310 k$=INKEY$:IF k$="" THEN 5310
5320 IF k$<"1" OR k$>"3" THEN 5310
5330 IF k$="1" THEN GOSUB 4670:GOTO 5210
5340 IF k$="2" THEN GOSUB 1480:orders=or
ders+1:GOTO 5210
5350 p=p+1:IF p<3 THEN GOTO 4980
5360 '    ****************
5370 REM ** End of Day **
5380 '    ****************
5390 GOSUB 5550
5400 day=day+1
5410 FOR k=1 TO 16
5420 s$(1,k)=s$(2,k)
5430 s$(2,k)=s$(3,k)
5440 NEXT:stack=1
5450 m$="":FOR k=1 TO 13:m$=m$+CHR$(0):N
EXT
5460 FOR k=1 TO 36
5470 f$(1,k)=f$(2,k)
5480 f$(2,k)=n$(k,4)+m$
5490 NEXT
5500 p=1
5510 GOTO 4980
5520 '    ********************
5530 REM ** Execute Orders **
5540 '    ********************
5550 CLS
5560 GOSUB 160
5570 LOCATE#1,2,2:PRINT#1,"END OF DAY";d
ay;CHR$(8);"'s TREACHERY"
5580 GOSUB 6210
5590 FOR k=1 TO 6:FOR j=1 TO 5:o(k,j)=0:
NEXT:NEXT
5600 no=0
5610 FOR k=1 TO 36
5620 o1=ASC(n$(k,5)):IF o1=0 THEN GOTO 5
700
5630 no=no+1
5640 o(no,1)=ASC(LEFT$(s$(3,o1),1))
5650 o(no,2)=ASC(MID$(s$(3,o1),2,1))
5660 o(no,3)=ASC(MID$(s$(3,o1),5,1))
5670 o(no,4)=ASC(MID$(s$(3,o1),6,1))
5680 o(no,5)=ASC(MID$(s$(3,o1),3,1))
5690 n$(k,5)=CHR$(0)
5700 NEXT
5710 y=4
5720 FOR o=1 TO no:IF o(o,1)=9 THEN GOSU
B 6350
5730 NEXT
5740 FOR o=1 TO no:IF o(o,1)=1 THEN GOSU
B 6520
5750 NEXT
5760 FOR o=1 TO no:IF o(o,1)=5 THEN GOSU
B 6630
5770 NEXT
5780 FOR o=1 TO no:IF o(o,1)=6 THEN GOSU
B 6750
5790 NEXT
5800 FOR o=1 TO no:IF o(o,1)=3 THEN GOSU
B 6980
5810 NEXT
5820 FOR o=1 TO no:IF o(o,1)=4 THEN GOSU
B 7210
5830 NEXT
5840 FOR o=1 TO no:IF o(o,1)=2 THEN GOSU
B 7290
5850 NEXT
5860 FOR o=1 TO no:IF o(o,1)=8 THEN GOSU
```

11 CONTINUED

```
B 7440
5870 NEXT
5880 FOR o=1 TO no:IF o(o,1)=7 THEN GOSU
B 7520
5890 NEXT
5900 FOR k=1 TO 36
5910 IF ASC(MID$(f$(2,k),2,1))<>0 THEN f
$(2,k)=LEFT$(f$(2,k),4)+CHR$(ASC(MID$(f$
(2,k),5,1))+1)+MID$(f$(2,k),6)
5920 NEXT
5930 LOCATE#1,2,y:PRINT#1,"3 days ago SC
HWEINSTEIN":y=y+1
5940 LOCATE#1,2,y:PRINT#1,"Was seen in "
;w$(s(4)):y=y+1
5950 IF bcon=2 THEN GOTO 5970
5960 LOCATE#1,2,y:PRINT#1,"BEACON ON in
";w$(bcloc):y=y+1
5970 IF bta9=0 THEN GOTO 6000
5980 LOCATE#1,2,y:PRINT#1,"FIRING BUTTON
 detected":y=y+1
5990 LOCATE#1,2,y:PRINT#1,"in ";w$(btloc
):y=y+1
6000 IF explod=1 THEN GOTO 6120
6010 d=VAL(MID$(z$(manloc),bcloc,1))
6020 IF d=0 AND bcon=1 THEN GOTO 6110
6030 n=0:FOR k=1 TO 8
6040 IF MID$(y$(manloc),k,1)<>" " THEN n
=n+1
6050 NEXT
6060 r=INT(RND*n)+1
6070 IF bcon=2 THEN manloc=ASC(MID$(y$(m
anloc),r,1))-64:GOTO 6110
6080 c=ASC(MID$(y$(manloc),r,1))-64
6090 IF VAL(MID$(z$(c),bcloc,1))>=d THEN
 GOTO 6060
6100 manloc=c
6110 LOCATE#1,2,y:PRINT#1,"MANDROID in "
;w$(manloc):y=y+1
6120 IF s(1)<>18 AND s(1)<>25 THEN GOTO
490
6130 IF s(1)=18 THEN LOCATE#1,2,y:PRINT#
1,"SCHWEINSTEIN IN LONDON":y=y+2:LOCATE#
1,2,y:PRINT#1,"MI6 HAVE WON THE GAME":p=
1
6140 IF s(1)=25 THEN LOCATE#1,2,y:PRINT#
1,"SCHWEINSTEIN IN MOSCOW":y=y+2:LOCATE#
1,2,y:PRINT#1,"THE KGB HAVE WON THE GAME
":p=2
6150 REM
6160 GOTO 6160
6170 STOP
6180 '    **********************
6190 REM ** Move Schweinstein **
6200 '    **********************
6210 FOR k=4 TO 2 STEP-1
6220 s(k)=s(k-1)
6230 NEXT
6240 IF schwa9>0 THEN RETURN
6250 n=0:FOR k=1 TO 8
6260 IF MID$(y$(s(1)),k,1)<>""THEN n=n +1
6270 NEXT
6280 r=INT(RND*n)+1
6290 c=ASC(MID$(y$(s(1)),r,1))-64
6300 IF c=s(3) OR c=18 OR c=25 THEN 6280
6310 s(1)=c:RETURN
6320 '    *********************
6330 REM ** Explode Mindbomb **
6340 '    *********************
6350 IF explod=1 THEN RETURN
6360 a9=o(o,2):IF bta9<>a9 THEN ob=2:GOT
0 6900
6370 LOCATE#1,2,y:PRINT#1,"MIND-BOMB exp
lodes in":y=y+1
6380 LOCATE#1,2,y:PRINT#1, w$(manloc):y=
y+1
6390 IF manloc=18 THEN y=y+1:LOCATE#1,2,
y:PRINT#1,"THE KGB HAVE WON THE GAME":p=
2:GOTO 6150
6400 IF manloc=25 THEN y=y+1:LOCATE#1,2,
y:PRINT#1,"MI6 HAVE WON THE GAME":p=1:GO
TO 6150
6410 FOR k=1 TO 36
6420 IF ASC(n$(k,1))<>manloc THEN 6470
6430 n$(k,4)=CHR$(0)
6440 IF bta9=k THEN bta9=0
6450 IF bca9=k THEN bca9=0
6460 IF schwa9=k THEN schwa9=0
6470 NEXT
6480 explod=1:RETURN
6490 '    ****************
6500 REM ** Go to City **
6510 '    ****************
6520 a9=o(o,2):c=o(o,3)
6530 IF ASC(n$(a9,4))=0 THEN RETURN
6540 n$(a9,1)=CHR$(c)
6550 IF bta9=a9 THEN btloc=c
6560 IF bca9=a9 THEN bcloc=c
6570 IF schwa9=a9 THEN s(1)=c
6580 LOCATE#1,2,y:PRINT#1,x$(a9);" go to
 ";w$(c)
6590 y=y+1:RETURN
6600 '    *****************
6610 REM ** Hide Object **
6620 '    *****************
6630 a9=o(o,2):ob=o(o,3)
6640 IF ASC(n$(a9,4))=0 THEN RETURN
6650 ON ob GOTO 6660,6680,6700
6660 IF schwa9<>a9 THEN GOTO 6900
6670 schwa9=0:RETURN
6680 IF bta9<>a9 THEN GOTO 6900
6690 bta9=0:RETURN
6700 IF bca9<>a9 THEN GOTO 6900
6710 bca9=0:RETURN
6720 '    *********************
6730 REM ** Transfer Object **
6740 '    *********************
6750 a9=o(o,2):ob=o(o,3):to1=o(o,4):IF a
9=to1 THEN RETURN
6760 IF ASC(n$(a9,4))=0 OR ASC(n$(to1,4)
)=0 THEN RETURN
6770 fc=ASC(n$(a9,1)):tc=ASC(n$(to1,1))
6780 IF MID$(z$(fc),tc,1)>"1" THEN RETUR
N
6790 ON ob GOTO 6800,6830,6860
6800 IF schwa9<>a9 THEN GOTO 6900
6810 schwa9=to1:s(1)=tc
6820 GOTO 6880
6830 IF bta9<>a9 THEN GOTO 6900
6840 bta9=to1:btloc=tc
6850 GOTO 6880
6860 IF bca9<>a9 THEN GOTO 6900
6870 bca9=to1:bcloc=tc
6880 f$(2,to1)=LEFT$(f$(2,to1),1)+CHR$(1
3)+CHR$(ob)+CHR$(a9)+MID$(f$(2,to1),5)
6890 RETURN
6900 IF o(o,1)=4 THEN GOTO 6930
6910 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(14)
+CHR$(ob)+MID$(f$(2,a9),4)
6920 RETURN
6930 f$(2,to1)=LEFT$(f$(2,to1),1)+CHR$(1
4)+CHR$(ob)+MID$(f$(2,to1),4)
6940 RETURN
```

```
6950 '    ****************
6960 REM ** Search City **
6970 '    ****************
6980 a9=o(o,2):c=o(o,3)
6990 IF ASC(n$(a9,4))=0 THEN RETURN
7000 sl=0:FOR k=3 TO 2 STEP-1
7010 IF s(k)=c THEN sl=k
7020 NEXT
7030 IF sl=0 THEN GOTO 7050
7040 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(12)
+CHR$(day+1-sl)+CHR$(c)+MID$(f$(2,a9),5)
7050 IF s(1)<>c THEN GOTO 7100
7060 IF schwa9=0 THEN schwa9=a9:f$(2,a9)
=LEFT$(f$(2,a9),1)+CHR$(10)+MID$(f$(2,a9
),3):GOTO 7080
7070 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(11)
+MID$(f$(2,a9),3)
7080 f$(2,a9)=LEFT$(f$(2,a9),2)+CHR$(1)+
CHR$(c)+MID$(f$(2,a9),5)
7090 RETURN
7100 IF btloc<>c OR bta9<>0 THEN GOTO 71
30
7110 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(10)
+CHR$(2)+CHR$(c)+MID$(f$(2,a9),5)
7120 bta9=a9
7130 IF bcloc<>c OR bcon=1 THEN RETURN
7140 IF bca9=0 THEN bca9=a9:f$(2,a9)=LEF
T$(f$(2,a9),1)+CHR$(10)+MID$(f$(2,a9),3)
:GOTO 7160
7150 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(11)
+MID$(f$(2,a9),3)
7160 f$(2,a9)=LEFT$(f$(2,a9),2)+CHR$(3)+
CHR$(c)+MID$(f$(2,a9),5)
7170 RETURN
7180 '    *****************
7190 REM ** Steal Object **
7200 '    *****************
7210 to1=o(o,2):ob=o(o,3):a9=o(o,4):IF a
9=to1 THEN RETURN
7220 GOSUB 6760
7230 IF ASC(MID$(f$(2,to1),2,1))<>13 THE
N RETURN
7240 f$(2,a9)=LEFT$(f$(2,a9),1)+CHR$(15)
+MID$(f$(2,a9),3)
7250 RETURN
7260 '    ****************
7270 REM ** Kill Agent **
7280 '    ****************
7290 a9=o(o,2):to1=o(o,3)
7300 IF a9=to1 THEN RETURN
7310 IF ASC(n$(a9,4))=0 OR ASC(n$(to1,4)
)=0 THEN RETURN
7320 c=ASC(n$(a9,1))
7330 IF ASC(n$(to1,1))<>c THEN RETURN
7340 n$(to1,4)=CHR$(0)
7350 IF bta9=to1 THEN bta9=0
7360 IF bca9=to1 THEN bca9=0
7370 IF schwa9=to1 THEN schwa9=0
7380 LOCATE#1,2,y:PRINT#1,x$(to1);" is e
liminated"
7390 y=y+1
7400 RETURN
7410 '    *******************
7420 REM ** Switch Beacon **
7430 '    *******************
7440 a9=o(o,2):on1=o(o,3)
7450 IF ASC(n$(a9,4))=0 THEN RETURN
7460 IF bca9<>a9 THEN ob=3:GOTO 6900
7470 bcon=on1
7480 RETURN
7490 '    *******************
7500 REM ** Change Status **
7510 '    *******************
7520 a9=o(o,2):pl=o(o,5)
7530 IF ASC(n$(a9,4))=0 THEN RETURN
7540 orank=ASC(n$(a9,pl+1))
7550 erank=ASC(n$(a9,4-pl))
7560 IF erank>orank THEN RETURN
7570 n$(a9,4)=CHR$(o(o,3))
7580 RETURN
7590 '    ************************
7600 REM **Hard Copy to Printer **
7610 '    ************************
7620 PRINT#8,CHR$(13):a%=0
7630 FOR k2=5 TO 19
7640 FOR k1=11 TO 36
7650 LOCATE k1,k2
7660 CALL copychar,@a%
7670 PRINT#8,CHR$(a%);
7680 NEXT
7690 PRINT#8
7700 NEXT
7710 RETURN
7720 '    ********************
7730 REM ** Error Trapping **
7740 '    ********************
7750 LOCATE 1,24:PRINT"Error";ERR;"in LI
NE";ERL
7760 END
7770 '    ********************
7780 REM ** Z$(array) DATA **
7790 '    ********************
7800 RESTORE 7810:FOR k=1 TO 26:READ z$(
k):NEXT:RETURN
7810 DATA "03222223233444213111332232"
7820 DATA "30124322211211234332314223"
7830 DATA "21023323212322124321314123"
7840 DATA "22202212212333223111332133"
7850 DATA "24320223233334311122131321"
7860 DATA "23322011322343422123341343"
7870 DATA "22212101311232323122332233"
7880 DATA "32323110421232433233432334"
7890 DATA "22222334033223113221213211"
7900 DATA "31113212301222234222423134"
7910 DATA "31223211310121334233323223"
7920 DATA "42333322221011333343224312"
7930 DATA "41233433222101233443214312"
7940 DATA "41234322321110344343324323"
7950 DATA "22123434123323024321314222"
7960 DATA "13221223133334202121222221"
7970 DATA "34431233344334420233131422"
7980 DATA "13311112222343312012231232"
7990 DATA "13212223223444223101332233"
8000 DATA "12112323123333113210323122"
8010 DATA "33331334243223321233022411"
8020 DATA "31133433122212123332204212"
8030 DATA "24421122333444421123240332"
8040 DATA "22113323212333224221423033"
8050 DATA "32232433132112222332113301"
8060 DATA "23331334143223212232122310"
8070 '    ******************************
8080 REM ** Screen Copy Machine Code **
8090 '    ******************************
8100 RESTORE 8160
8110 MEMORY HIMEM-12
8120 copychar=HIMEM+1
8130 FOR address=copychar TO copychar+10
8140 READ byte:POKE address,byte
8150 NEXT
8160 DATA &cd,&60,&bb,&dd,&6e,&00,&dd,&6
6,&01,&77,&c9
8170 RETURN
```

EGGS · EGGS

• BBC B or ELECTRON

Take control of the madcap Farmer Giles and make sure he doesn't end up with egg on his face.

Collecting his hens' freshly laid eggs is no easy task. If he is not alert the eggs end up smashed on the floor, making a meal for the farm pig.

Points are scored for every egg caught — and one lost for every egg dropped.

Oh yes, watch out for the rotten eggs. Don't let them hit you.

Control keys are Z – left, X – right and Return – jump.

• Paul Dyer

```
>LIST
   10  MODE 6
   20  VDU 23,1,0;0;0;0;
   30  PROCinstr
   40  MODE 5
   50  VDU 23,1,0;0;0;0;
   60  PROCttl
   70  COLOUR 3
   80  ENVELOPE 1,2,2,-3,1,40,20,20,0,0,
0,0,0,0
   90  ENVELOPE 2,1,2,-2,1,40,20,40,0,0,
0,0,0,0
  100  ENVELOPE 3,1,100,10,-110,10,100,1
10,0,0,0,0,0,0
  110  ENVELOPE 4,3,4,0,0,50,0,0,0,0,0,0
,0,0
  120  ENVELOPE 5,3,-4,0,0,50,0,0,0,0,0,
0,0,0
  130  DIM HI(5),HI$(5)
  140  FOR H=1 TO 5:HI(H)=((6-H)*(6-H))*
10:HI$(H)="FARMER GILES":NEXT
  150  ON ERROR GOSUB 5920
  160  PROCprhi
  170  VDU 23,1,0;0;0;0;
  180  SO=0:SCT=0:HO=1:TEC=0:TED=0:PROCs
cr:PROChegr
  190  PROCvar:PROCflg:PROCl:PROChens
  200  LA=1:PROCflap:LA=5:PROCflap:EG=0
  210  TIME=0
  220  IF EG=1 THEN ED=18
  230  IF RO=1:IF J=0 AND (ROG+1)=A THEN
 RE=1:COLOUR 2:PRINT TAB(ROG-1,27)"  ";T
AB(ROG,27);CHR$145:PROCend
  240  IF RO=1:IF J=0 AND ROG=A THEN RE=
1:COLOUR 2:PRINT TAB(ROG-1,27)"  ";TAB(R
OG,27);CHR$145:PROCend
  250  IF EG=1 AND A$="l":IF (ED>=UP) AN
D (C=A) THEN RE=3:PROCend
  260  IF EG=1 AND A$="r":IF (ED>=UP) AN
D (C=A-1) THEN RE=3:PROCend
  270  IF INKEY(-98) THEN T=TIME:PROCl:T
IME=T:GOTO 290
  280  IF INKEY(-67) THEN T=TIME:PROCr:T
IME=T
  290  IF J=1:IF TIME>TJ+50 THEN T=TIME:
TIME=T:PROCdown:J=0
  300  IF J=0:IF INKEY(-74) THEN T=TIME:
PROCjump:J=1:TIME=T
  310  IF J=0 THEN IF (A>=PIA AND A<=PIA
+2) OR (A+1>=PIA AND A+1<=PIA+2):RE=5:PR
OCend
  320  IF RO=1:IF J=0 AND (ROG=A OR ROG=
A+1) THEN RE=1:COLOUR 2:PRINT TAB(ROG,27
);"  ";TAB(ROG,27)CHR$145:PROCend
  330  IF J=0:IF INKEY(-74) THEN T=TIME:
PROCjump:J=1:TIME=T
  340  IF J=0 THEN T=TIME:PROCslpd:TIME=
T
  350  IF TIME>6000 THEN PROCnulv
  360  GCOL 0,0:TI=(TIME/10):MOVE 762-(T
I/2),890:DRAW 762-(TI/2),920
  370  IF 300-(TIME/20)>45 AND 300-(TIME
/20)<50 THEN SOUND 1,3,230,8
  380  IF EG=1:IF ED>18.9 THEN PRINT TAB
(C+1,ED-1)" "
  390  IF EG=1:IF ED>20 THEN PRINT TAB(C
+1,ED-2)" "
  400  IF EG=1:COLOUR 3:PRINT TAB(C+1,ED
)CHR$145
  410  IF EG=0:EGG=RND(4):IF EGG=3 THEN
T=TIME:EG=1:PROCflap:TIME=T:GOTO 220
  420  IF EG=0:FA=RND(8):IF FA=2 THEN T=
TIME:PROCflap:PROCntch:TIME=T
  430  IF (EG=1) AND (A$="l"):IF (A=C+1)
 AND (ED>=UP+1 AND ED<UP+2) THEN T=TIME:
EGS=EGS+1:EG=0:SOUND 1,3,120,2:PRINT TAB
(C+1,UP+1)" ";PROCfalf:TIME=T
  440  IF (EG=1) AND (A$="r"):IF (A=C) A
ND (ED>=UP+1 AND ED<UP+2) THEN T=TIME:EG
S=EGS+1:EG=0:SOUND 1,3,120,2:PRINT TAB(C
+1,UP+1)" ";PROCfart:TIME=T
  450  COLOUR 3:PRINT TAB(9-LEN (STR$(EG
S)),5);EGS
  460  IF RO=0 THEN IF HO<4:REG=RND(6):I
F REG=1 THEN ROG=-1:RO=1
  470  IF RO=0 THEN IF HO>3:REG=RND(4):I
F REG=1 THEN ROG=-1:RO=1
  480  IF RO=1 THEN IF ROG=-1:ROG=ROG+1:
GOTO 500
  490  IF RO=1 THEN PRINT TAB(ROG,27)" "
:ROG=ROG+1:IF ROG>19 THEN ROG=-1:RO=0
  500  IF RO=1 THEN COLOUR 2:PRINT TAB(R
OG,27)CHR$145
  510  COLOUR 2
  520  IF RO=1:IF J=0 AND ROG=A THEN RE=
1:COLOUR 2:PRINT TAB(ROG-1,27)CHR$145:PR
OCend
  530  IF J=0 THEN IF (A>=PIA AND A<=PIA
+2) OR (A+1>=PIA AND A+1<=PIA+2):RE=5:PR
OCend
  540  COLOUR 3
  550  IF INKEY(-56) THEN T=TIME:REPEAT:
PRINT TAB(14,7)"PAUSED":UNTIL INKEY(-55)
:TIME=T:PRINT TAB(14,7)"      "
  560  IF INKEY(-17) THEN PRINT TAB(0,7)
"QUITE":SO=1:*FX 210,1
  570  IF INKEY(-82) THEN PRINT TAB(0,7)
"     ":SO=0:*FX 210,0
  580  PGO=RND(3):IF PGO=1:IF PG=0 THEN
T=TIME:PROCchpi:TIME=T
  590  IF PG=1 AND B$="l" THEN T=TIME:PR
OCpilf:TIME=T
  600  IF PG=2 AND B$="r" THEN T=TIME:PR
OCpirt:TIME=T
  610  IF J=0 THEN IF (A>=PIA AND A<=PIA
+2) OR (A+1>=PIA AND A+1<=PIA+2):RE=5:PR
OCend
  620  COLOUR 3
  630  IF EG=1 THEN ED=ED+ST:IF (ED>29-S
T) THEN T=TIME:PROCsmash:EG=0:EGD=EGD+1:
PRINT TAB(20-LEN (STR$(EGD)),5);EGD:PROC
slpy:TIME=T
  640  IF EG=1 THEN GOTO 230
  650  GOTO 220
  660  END
  670  DEFPROCttl
  680  VDU 5:GCOL 0,3:VDU 19,3,0;0;:MOVE
 0,32:PRINT "EGGS"
  690  VDU 23,128,0,0,0,0,0,56,60,28
  700  FOR L1=4 TO 32 STEP 4
  710    FOR L2=0 TO 64*4 STEP 8
  720      IF POINT(L2,L1)=3 THEN GCOL 0
,3:MOVE 340+(L2*2),955+L1*2:PRINT CHR$12
8:GCOL 0,1:MOVE 335+(L2*2),950+L1*2:PRIN
T CHR$128
  730      NEXT ,
  740    GCOL 0,0:MOVE 0,32:PRINT "EGGS"
:VDU 19,3,7;0;:VDU 4
  750    ENDPROC
  760    DEFPROCscr
  770    COLOUR 3:PRINT TAB(3,7)"HEN HOU
SE 000";TAB(16-LEN (STR$ HO),7)HO:COLOUR
 1:PRINT TAB(4,9)"TOTAL EGGS:":COLOUR 3:
PRINT TAB(2,11)"IN BASKET 0000";TAB(17-L
EN (STR$ TEC),11)TEC;TAB(3,13)"DROPPED 0
000";TAB(16-LEN (STR$ TED),13)TED
  780    COLOUR 2:PRINT TAB(4,15)"SCORE
00000";TAB(15-LEN (STR$ SCT),15)SCT
  790    IF SO=0 THEN FOR WA=50 TO 200 S
TEP 2.5:SOUND 1,4,WA,1:NEXT ELSE FOR WA=
0 TO 4000:NEXT
  800    VDU 28,0,30,19,5:CLS:VDU 26
  810    VDU 23,128,136,136,136,119,34,3
4,34,221
  820    VDU 23,129,254,252,248,247,226,
226,162,221
  830    VDU 23,130,255,191,159,127,39,3
5,35,221
  840    FOR L3=5 TO 1 STEP -1
  850      COLOUR 129:COLOUR 0:PRINT TAB
(L3-1,9+(5-L3))CHR$129;STRING$(19-(L3*2)
,CHR$128);CHR$130
  860      NEXT
  870    COLOUR 129:COLOUR 0
  880    PRINT TAB(19,25)CHR$129
  890    VDU 23,128,170,171,187,255,255,
255,255,255
  900    COLOUR 128:COLOUR 2:PRINT TAB(0
,29)STRING$(20,CHR$128)
  910    VDU 23,128,253,247,52,52,52,52,
247,253
  920    COLOUR 128
  930    COLOUR 3:PRINT TAB(6,8)CHR$128;
"      ";CHR$128
  940    COLOUR 1:PRINT TAB(5,6)"________
__"
  950    COLOUR 129:COLOUR 0:PRINT TAB(5
,7)"HEN HOUSE":COLOUR 128
  960    COLOUR 3:PRINT TAB(0,5)"CAUGHT
00 DROPPED 00"
  970    FOR L4=460 TO 760 STEP 4
  980      SOUND 1,3,(L4-450)/4,1
  990      IF L4<510 THEN GCOL 0,1
 1000      IF L4>510 AND L4<570 THEN GCO
L 0,2
 1010      IF L4>570 THEN GCOL 0,3
 1020      MOVE L4,890:DRAW L4,920
 1030      NEXT
 1040    ENDPROC
 1050    DEFPROChegr
 1060    VDU 23,128,170,170,127,127,63,3
1,15,3
 1070    VDU 23,129,165,165,255,255,255,
255,255,255
 1080    VDU 23,130,85,85,254,254,252,24
8,240,192
 1090    VDU 23,131,1,2,4,8,28,42,0,0
 1100    VDU 23,132,128,64,32,16,56,84,0
,0
 1110    VDU 23,133,0,0,1,1,57,61,127,12
7
 1120    VDU 23,134,126,255,153,189,255,
129,66,195
 1130    VDU 23,135,0,0,128,128,156,188,
254,254
 1140    VDU 23,136,127,63,63,31,15,4,7,
7
 1150    VDU 23,137,231,255,255,255,126,
255,255,255
 1160    VDU 23,138,254,252,252,248,240,
32,224,224
 1170    VDU 23,139,126,60,60,24,0,0,0,0
 1180    VDU 23,140,6,102,60,24,0,0,0,0
 1190    VDU 23,141,0,0,1,1,9,13,31,31
 1200    VDU 23,142,0,0,128,128,144,176,
248,248
 1210    VDU 23,143,31,15,15,7,7,4,7,7
 1220    VDU 23,144,248,240,240,224,224,
32,224,224
 1230    VDU 23,145,56,126,255,255,255,1
26,56,0
 1240    ENDPROC
 1250    DEFPROChens
 1260    COLOUR 7
 1270    IF HO=1 THEN CH=2
 1280    IF HO=2 THEN CH=3
 1290    IF HO=3 THEN CH=4
 1300    IF HO>3 THEN CH=5
 1310    IF CH=2 THEN PROClr
 1320    IF CH=3 THEN PROClr:PROCm
 1330    IF CH=4 THEN PROClr:PROCmlr
 1340    IF CH=5 THEN PROClr:PROCmlr:PRO
Cm
 1350    ENDPROC
 1360    DEFPROClr
 1370    COLOUR 2
 1380    PRINT TAB(0,17)CHR$128;CHR$129;
CHR$130
 1390    PRINT TAB(16,17)CHR$128;CHR$129
;CHR$130
 1400    PRINT TAB(0,18)CHR$131;" ";CHR$
132
 1410    PRINT TAB(16,18)CHR$131;" ";CHR
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$132
 1420     COLOUR 3
 1430     PRINT TAB(0,15)CHR$133;CHR$134;
CHR$135
 1440     PRINT TAB(0,16)CHR$136;CHR$137;
CHR$138
 1450     PRINT TAB(16,15)CHR$133;CHR$134
;CHR$135
 1460     PRINT TAB(16,16)CHR$136;CHR$137
;CHR$138
 1470     VDU 5:GCOL 0,2:MOVE 68,520:PRIN
T CHR$139:MOVE 1088,520:PRINT CHR$139:VD
U 4
 1480     VDU 5:GCOL 0,1:MOVE 68,554:PRIN
T CHR$140:MOVE 1088,554:PRINT CHR$140:VD
U 4
 1490     ENDPROC
 1500     DEFPROCmlr
 1510     COLOUR 2
 1520     PRINT TAB(4,17)CHR$128;CHR$129;
CHR$130
 1530     PRINT TAB(12,17)CHR$128;CHR$129
;CHR$130
 1540     PRINT TAB(4,18)CHR$131;" ";CHR$
132
 1550     PRINT TAB(12,18)CHR$131;" ";CHR
$132
 1560     COLOUR 3
 1570     PRINT TAB(4,15)CHR$133;CHR$134;
CHR$135
 1580     PRINT TAB(4,16)CHR$136;CHR$137;
CHR$138
 1590     PRINT TAB(12,16)CHR$136;CHR$137
;CHR$138
 1600     PRINT TAB(12,15)CHR$133;CHR$134
;CHR$135
 1610     VDU 5:GCOL 0,2:MOVE 320,520:PRI
NT CHR$139:MOVE 838,520:PRINT CHR$139:VD
U 4
 1620     VDU 5:GCOL 0,1:MOVE 320,554:PRI
NT CHR$140:MOVE 838,554:PRINT CHR$140:VD
U 4
 1630     ENDPROC
 1640     DEFPROCm
 1650     COLOUR 2
 1660     PRINT TAB(8,17)CHR$128;CHR$129;
CHR$130
 1670     PRINT TAB(8,18)CHR$131;" ";CHR$
132
 1680     COLOUR 3
 1690     PRINT TAB(8,15)CHR$133;CHR$134;
CHR$135
 1700     PRINT TAB(8,16)CHR$136;CHR$137;
CHR$138
 1710     VDU 5:GCOL 0,2:MOVE 580,520:PRI
NT CHR$139:VDU 4
 1720     VDU 5:GCOL 0,1:MOVE 580,554:PRI
NT CHR$140:VDU 4
 1730     ENDPROC
 1740     DEFPROCflap
 1750     IF LA=1 THEN C=0
 1760     IF LA=2 THEN C=4
 1770     IF LA=3 THEN C=8
 1780     IF LA=4 THEN C=12
 1790     IF LA=5 THEN C=16
 1800     COLOUR 3
 1810     PRINT TAB(C,15)CHR$141;TAB(C+2,
15)CHR$142
 1820     PRINT TAB(C,16)CHR$143;TAB(C+2,
16)CHR$144
 1830     IF EG=1:SOUND 1,1,90,2:SOUND 1,
2,30,1:SOUND 1,0,0,1:SOUND 1,1,90,2:SOUN
D 1,2,30,1
 1840     IF EG=0:SOUND 1,1,80,2:SOUND 1,
2,30,1:SOUND 1,0,0,1:SOUND 1,1,80,2:SOUN
D 1,2,30,1
 1850     PRINT TAB(C,15)CHR$133;TAB(C+2,
15)CHR$135
 1860     PRINT TAB(C,16)CHR$136;TAB(C+2,
16)CHR$138
 1870     PROCntch
 1880     ENDPROC
 1890     DEFPROCflg
 1900     VDU 23,146,0,1,15,10,0,3,3,0
 1910     VDU 23,147,240,248,255,149,144,
240,240,48
 1920     VDU 23,148,0,0,0,0,0,3,63,59
 1930     VDU 23,149,240,96,224,224,240,2
40,240,240
 1940     VDU 23,150,0,0,0,0,0,0,3,7
 1950     VDU 23,152,1,3,0,0,0,0,0,0
 1960     VDU 23,153,8,8,127,127,62,62,28
,0
 1970     ENDPROC
 1980     DEFPROCfalf
 1990     COLOUR 1
 2000     VDU 5:MOVE (((A+1)*2)*32)-6,((3
1-UP)*32)-32:GCOL 0,0:PRINT CHR$153:VDU
4
 2010     PRINT TAB(A,UP)CHR$146;CHR$147
 2020     PRINT TAB(A,UP+1)CHR$148;CHR$14
9
 2030     PRINT TAB(A,UP+2)CHR$150;CHR$15
1
 2040     VDU 5:MOVE ((A*2)*32)+24,16+((3
1-UP)*32):GCOL 0,3:PRINT CHR$152:VDU 4
 2050     VDU 5:MOVE ((A*2)*32)-6,((31-UP
)*32)-32:GCOL 0,2:PRINT CHR$153:VDU 4
 2060     ENDPROC
 2070     DEFPROC1
 2080     PRINT TAB(A,UP)"  ";TAB(A,UP+1)
"  ";TAB(A,UP+2)"  "
 2090     IF B=1 THEN B=2:VDU 23,151,224,
243,255,247,67,195,225,224:GOTO 2110
 2100     IF B=2 THEN B=1:VDU 23,151,224,
224,224,224,64,192,224,224
 2110     IF A$="r" THEN PROCflg:A$="1"
 2120     IF A>0 THEN A=A-1
 2130     PROCfalf
 2140     ENDPROC
 2150     DEFPROCfrg
 2160     VDU 23,146,15,31,255,169,9,15,1
5,12
 2170     VDU 23,147,0,128,240,80,0,192,1
92,0
 2180     VDU 23,148,15,6,7,7,15,15,15,15
 2190     VDU 23,149,0,0,0,0,0,192,252,22
0
 2200     VDU 23,151,0,0,0,0,0,0,192,224
 2210     VDU 23,152,2,3,0,0,0,0,0,0
 2220     ENDPROC
 2230     DEFPROCfart
 2240     COLOUR 1
 2250     VDU 5:MOVE (((A)*2)*32)+24,((31
-UP)*32)-32:GCOL 0,0:PRINT CHR$152:VDU 4
 2260     PRINT TAB(A,UP)CHR$146;CHR$147
 2270     PRINT TAB(A,UP+1)CHR$148;CHR$14
9
 2280     PRINT TAB(A,UP+2)CHR$150;CHR$15
1
 2290     VDU 5:MOVE ((A*2)*32)-6,16+((31
-UP)*32):GCOL 0,3:PRINT CHR$152:VDU 4
 2300     VDU 5:MOVE (((A+1)*2)*32),((31-
UP)*32)-32:GCOL 0,2:PRINT CHR$153:VDU 4
 2310     ENDPROC
 2320     DEFPROCr
 2330     PRINT TAB(A,UP)"  ";TAB(A,UP+1)
"  ";TAB(A,UP+2)"  "
 2340     IF B=1 THEN B=2:VDU 23,150,7,19
9,255,239,194,195,135,7:GOTO 2360
 2350     IF B=2 THEN B=1:VDU 23,150,7,7,
7,7,2,3,7,7
 2360     IF A$="1" THEN PROCfrg:A$="r"
 2370     IF A<17 THEN A=A+1
 2380     PROCfart
 2390     ENDPROC
 2400     DEFPROCntch
 2410     IF HO=1 PROC1
 2420     IF HO=2 PROC2
 2430     IF HO=3 PROC3
 2440     IF HO>3 PROC4
 2450     ENDPROC
 2460     DEFPROCvar
 2470     A=10:B=2:HO=1:SO=0
 2480     A$="1":LA=1
 2490     EG=0:EGS=0
 2500     ST=.7:UP=26
 2510     EGD=0
 2520     TEC=0:TED=0
 2530     RO=0:ROG=-1
 2540     J=0:RE=0:SCT=0
 2550     S1=0:S2=0:S3=0:S4=0:S5=0
 2560     PG=0:PF=1:B$="1":PIA=19
 2570     S1=0:S2=0:S3=0:S4=0:S5=0
 2580     ENDPROC
 2590     DEFPROC1
 2600     CHI=RND(2)
 2610     IF CHI=1 THEN LA=1:ENDPROC
 2620     IF CHI=2 THEN LA=5:ENDPROC
 2630     ENDPROC
 2640     DEFPROC2
 2650     CHI=RND(3)
 2660     IF CHI=1 THEN LA=1:ENDPROC
 2670     IF CHI=2 THEN LA=3:ENDPROC
 2680     IF CHI=3 THEN LA=5:ENDPROC
 2690     ENDPROC
 2700     DEFPROC3
 2710     CHI=RND(4)
 2720     IF CHI=1 THEN LA=1:ENDPROC
 2730     IF CHI=2 THEN LA=2:ENDPROC
 2740     IF CHI=3 THEN LA=4:ENDPROC
 2750     IF CHI=4 THEN LA=5:ENDPROC
 2760     ENDPROC
 2770     DEFPROC4
 2780     CHI=RND(5)
 2790     IF CHI=1 THEN LA=1:ENDPROC
 2800     IF CHI=2 THEN LA=2:ENDPROC
 2810     IF CHI=3 THEN LA=3:ENDPROC
 2820     IF CHI=4 THEN LA=4:ENDPROC
 2830     IF CHI=5 THEN LA=5:ENDPROC
 2840     ENDPROC
 2850     DEFPROCnulv
 2860     IF EGS<EGD THEN RE=2:PROCend
 2870     VDU 28,0,30,19,4:CLS:VDU 26
 2880     TEC=TEC+EGS:TED=TED+EGD
 2890     SCT=SCT+(EGS-EGD)+(HO*10)
 2900     EGS=0:EGD=0
 2910     HO=HO+1
 2920     PROCscr
 2930     PROChegr:PROChens
 2940     IF HO=2:LA=1:PROCflap:LA=3:PROC
flap:LA=5:PROCflap:EG=0
 2950     IF HO=3:LA=1:PROCflap:LA=2:PROC
flap:LA=4:PROCflap:LA=5:PROCflap:EG=0
 2960     IF HO>3:LA=1:PROCflap:LA=2:PROC
flap:LA=3:PROCflap:LA=4:PROCflap:LA=5:PR
OCflap:EG=0
 2970     FE=150
 2980     S1=0:S2=0:S3=0:S4=0:S5=0
 2990     A=16:RO=0:ROG=-1:PG=0:B$="1"
 3000     PIA=19
 3010     IF J=1 THEN J=0:UP=UP+2
 3020     VDU 23,151,224,224,224,224,64,1
92,224,224
 3030     PROCflg:PROCfalf
 3040     TIME=0
 3050     IF HO>3 AND HO<8 THEN ST=HO/6
 3060     ENDPROC
 3070     DEFPROCsmash
 3080     PRINT TAB(C+1,28)" ";TAB(C+1,27
)" "
 3090     MOVE ((C+1)*2)*32,98:GCOL 0,3:D
RAW (((C+1)*2)*32)+64,98:MOVE 10+(((C+1)
*2)*32),102:GCOL 0,2:DRAW (((C+1)*2)*32)
+44,102:DRAW (((C+1)*2)*32)+40,106:DRAW
(((C+1)*2)*32)+20,106
 3100     SOUND 0,2,140,3
 3110     ENDPROC
 3120     DEFPROCend
 3130     VDU 28,0,30,19,5:CLS:VDU 26
 3140     TEC=TEC+EGS:TED=TED+EGD
 3150     SCT=SCT+(EGS-EGD)
 3160     COLOUR 3:PRINT TAB(3,7)"HEN HOU
SE 000";TAB(16-LEN (STR$ HO),7)HO:COLOUR
 1:PRINT TAB(4,9)"TOTAL EGGS:":COLOUR 3:
PRINT TAB(2,11)"IN BASKET 0000";TAB(17-L
EN (STR$ TEC),11)TEC;TAB(3,13)"DROPPED 0
000";TAB(16-LEN (STR$ TED),13)TED
 3170     COLOUR 2:PRINT TAB(4,15)"SCORE
00000";TAB(15-LEN (STR$ SCT),15)SCT
 3180     COLOUR 2:PRINT TAB(4,5)"END OF
GAME"
 3190     IF RE=1 THEN PROCreso
 3200     IF RE=2 THEN PROCrest
 3210     IF RE=3 THEN PROCresth
 3220     IF RE=4 THEN PROCresf
 3230     IF RE=5 THEN PROCresf1
 3240     COLOUR 3
 3250     IF SO=0 THEN FOR WA=200 TO 50 S
TEP -2.5:SOUND 1,5,WA,1:NEXT ELSE FOR WA
=0 TO 4000:NEXT
 3260     PROCchhi
 3270     VDU 28,0,30,19,3:CLS:VDU 26
 3280     GOTO 160
 3290     ENDPROC
 3300     DEFPROCjump
 3310     PRINT TAB(A,UP)"  ";TAB(A,UP+1)
"  ";TAB(A,UP+2)"  "
 3320     UP=UP-2
 3330     SOUND 1,4,150,6
 3340     IF (EG=1) AND (A$="1"):IF (A=C+
1) AND (ED>=UP+1) THEN EGS=EGS+1:SOUND 1
,3,120,2:EG=0:PRINT TAB(C+1,UP+1)" ";PRO
Cfalf
 3350     IF (EG=1) AND (A$="r"):IF (A=C)
 AND (ED>=UP+1) THEN EGS=EGS+1:SOUND 1,3
,120,2:EG=0:PRINT TAB(C+1,UP+1)" ";PROCf
art
 3360     COLOUR 3
 3370     PRINT TAB(9-LEN (STR$(EGS)),5);
EGS
 3380     IF A$="1" THEN PROCfalf ELSE PR
OCfart
 3390     TJ=TIME
 3400     ENDPROC
 3410     DEFPROCdown
 3420     TJ=0
 3430     PRINT TAB(A,UP)"  ";TAB(A,UP+1)
"  ";TAB(A,UP+2)"  "
 3440     UP=UP+2
 3450     SOUND 1,5,150,5
 3460     IF A$="1" THEN PROCfalf ELSE PR
OCfart
 3470     ENDPROC
 3480     DEFPROCreso
 3490     PRINT TAB(2,21)"YOU WERE HIT BY
"
 3500     PRINT TAB(1,23)"THE ROTTEN EGG!
!!"
 3510     ENDPROC
 3520     DEFPROCrest
 3530     PRINT TAB(0,21)"YOU FAILED TO C
ATCH"
 3540     PRINT TAB(2,23)"AS MANY EGGS AS
"
 3550     PRINT TAB(3,25)"YOU DROPPED!!"
 3560     ENDPROC
 3570     DEFPROCresth
 3580     PRINT TAB(1,21)"YOU HAVE BEEN H
IT"
 3590     PRINT TAB(1,23)"ON THE HEAD BY
AN"
 3600     PRINT TAB(7,25)"EGG!!"
 3610     ENDPROC
 3620     DEFPROCslpy
 3630     IF S1=0 AND C=0 THEN S1=1
 3640     IF S2=0 AND C=4 THEN S2=5
 3650     IF S3=0 AND C=8 THEN S3=9
 3660     IF S4=0 AND C=12 THEN S4=13
 3670     IF S5=0 AND C=16 THEN S5=17
 3680     ENDPROC
 3690     DEFPROCresf
 3700     PRINT TAB(1,21)"YOU SLIPPED ON
AN"
 3710     PRINT TAB(4,23)"EGG YOLK!!!"
 3720     ENDPROC
 3730     DEFPROCslpd
 3740     IF A$="1" THEN PROCsll
 3750     IF A$="r" THEN PROCslr
 3760     ENDPROC
 3770     DEFPROCsll
 3780     IF A=0 THEN PROCslr:ENDPROC
 3790     IF A=S1 THEN RE=4:PROCend
 3800    IF A=S2 THEN RE=4:PROCend
 3810    IF A=S3 THEN RE=4:PROCend
 3820    IF A=S4 THEN RE=4:PROCend
 3830    IF A=S5 THEN RE=4:PROCend
 3840    ENDPROC
 3850    DEFPROCalr
 3860    IF A+1=S1 THEN RE=4:PROCend
 3870    IF A+1=S2 THEN RE=4:PROCend
 3880    IF A+1=S3 THEN RE=4:PROCend
 3890    IF A+1=S4 THEN RE=4:PROCend
 3900    IF A+1=S5 THEN RE=4:PROCend
 3910    ENDPROC
 3920    DEFPROCplg
 3930    VDU 23,159,0,0,0,0,2,3,1,15
 3940    VDU 23,154,0,0,0,3,15,159,255,2
55
 3950    VDU 23,155,0,8,16,8,208,224,240
,240
 3960    VDU 23,156,57,249,255,255,30,0,
1,1
 3970    VDU 23,157,255,255,255,255,207,
192,128,128
 3980    VDU 23,158,240,240,240,224,224,
192,192,192
 3990    VDU 23,160,3,1,0,0,0,0,0,0
 4000    ENDPROC
 4010    DEFPROCpilf
 4020    IF PF=1 THEN PF=2:VDU 23,156,57
,249,255,255,30,0,1,1:VDU 23,157,255,255
,255,255,207,192,128,128:VDU 23,158,240,
240,240,224,224,192,192,192:GOTO 4040
 4030    IF PF=2 THEN PF=1:VDU 23,156,57
,249,255,231,30,0,0,0:VDU 23,157,255,255
,255,255,207,192,97,97:VDU 23,158,240,24
0,240,224,192,192,128,128
 4040    IF PIA>17 THEN PRINT TAB(18,27)
"  ":TAB(17,28)"  "
 4050    IF PIA<19 THEN PRINT TAB(PIA,27
)"   ":TAB(PIA,28)"   "
 4060    COLOUR 1
 4070    IF PIA<=PD THEN B$="r":PG=2:PRO
Cprg:ENDPROC
 4080    IF A$="l" THEN PROCfalf
 4090    IF A$="r" THEN PROCfart
 4100    IF PIA=20 THEN PIA=PIA-1:PRINT
TAB(PIA,27)CHR$159:TAB(PIA,28)CHR$156
 4110    IF PIA=19 THEN PIA=PIA-1:PRINT
TAB(PIA,27)CHR$159;CHR$154;TAB(PIA,28)CH
R$156;CHR$157
 4120    IF PIA=18 THEN PIA=PIA-1:PRINT
TAB(PIA,27)CHR$159;CHR$154;CHR$155;TAB(P
IA,28)CHR$156;CHR$157;CHR$158:GOTO 4140
 4130    IF PIA<18 THEN PIA=PIA-1:PRINT
TAB(PIA,27)CHR$159;CHR$154;CHR$155;TAB(P
IA,28)CHR$156;CHR$157;CHR$158
 4140    VDU 5:MOVE ((PIA*2)*32)-4,(3*32
)+28:GCOL 0,3:PRINT CHR$160:VDU 4
 4150    IF PIA=S1 THEN S1=0
 4160    IF PIA=S2 THEN S2=0
 4170    IF PIA=S3 THEN S3=0
 4180    IF PIA=S4 THEN S4=0
 4190    IF PIA=17 AND S5<>0 THEN S5=0
 4200    ENDPROC
 4210    DEFPROCprg
 4220    VDU 23,159,0,16,8,16,11,7,15,15
 4230    VDU 23,154,0,0,0,192,240,249,25
5,255
 4240    VDU 23,155,0,0,0,0,64,192,128,2
40
 4250    VDU 23,156,15,15,15,7,7,3,3,3
 4260    VDU 23,157,255,255,255,255,243,
3,1,1
 4270    VDU 23,158,156,159,255,255,120,
0,128,128
 4280    VDU 23,160,3,2,0,0,0,0,0,0
 4290    ENDPROC
 4300    DEFPROCpirt
 4310    IF PIA<18 THEN PRINT TAB(PIA,27
)"   ":TAB(PIA,28)"   "
 4320    IF PIA=18 THEN PRINT TAB(PIA,27
)"  ":TAB(PIA,28)"  "
 4330    IF PIA=19 THEN PRINT TAB(PIA,27
)" ":TAB(PIA,28)" "
 4340    IF PIA<18 THEN VDU 5:MOVE (((PI
A+2)*2)*32)-38,(3*32)+32:GCOL 0,0:PRINT
CHR$160:VDU 4
 4350    IF A$="l" THEN PROCfalf
 4360    IF A$="r" THEN PROCfart
 4370    IF PIA>18 THEN B$="l":PG=0:ENDP
ROC
 4380    IF PF=1 THEN PF=2:VDU 23,156,15
,15,15,7,7,3,3,3:VDU 23,157,255,255,255,
255,243,3,1,1:VDU 23,158,156,159,255,255
,120,0,128,128:GOTO 4400
 4390    IF PF=2 THEN PF=1:VDU 23,156,15
,15,15,7,3,3,1,1:VDU 23,157,255,255,255,
255,243,3,134,134:VDU 23,158,156,159,255
,231,120,0,0,0
 4400    COLOUR 1
 4410    IF PIA=18 THEN PIA=PIA+1:PRINT
TAB(PIA,27)CHR$159:TAB(PIA,28)CHR$156
 4420    IF PIA=17 THEN PIA=PIA+1:PRINT
TAB(PIA,27)CHR$159;CHR$154;TAB(PIA,28)CH
R$156;CHR$157
 4430    IF PIA=16 THEN PIA=PIA+1:PRINT
TAB(PIA,27)CHR$159;CHR$154;CHR$155;TAB(P
IA,28)CHR$156;CHR$157;CHR$158
 4440    IF PIA<16 THEN PIA=PIA+1:PRINT
TAB(PIA,27)CHR$159;CHR$154;CHR$155;TAB(P
IA,28)CHR$156;CHR$157;CHR$158
 4450    IF PIA<18 THEN VDU 5:MOVE (((PI
A+2)*2)*32)-38,(3*32)+28:GCOL 0,3:PRINT
CHR$160:VDU 4
 4460    IF PIA=S1 THEN S1=0
 4470    IF PIA=S2 THEN S2=0
 4480    IF PIA=S3 THEN S3=0
 4490    IF PIA=S4 THEN S4=0
 4500    ENDPROC
 4510    DEFPROCchpi
 4520    IF (S1=0) AND (S2=0) AND (S3=0)
 AND (S4=0) AND (S5=0) THEN PG=0:ENDPROC
 4530    IF S1>0 THEN PD=S1:GOTO 4580
 4540    IF S2>0 THEN PD=S2:GOTO 4580
 4550    IF S3>0 THEN PD=S3:GOTO 4580
 4560    IF S4>0 THEN PD=S4:GOTO 4580
 4570    IF S5>0 THEN PD=S5
 4580    PG=1
 4590    PROCplg
 4600    PIA=19:PF=1:B$="l"
 4610    ENDPROC
 4620    DEFPROCresfi
 4630    PRINT TAB(3,21)"YOU HAVE BEEN"
 4640    PRINT TAB(0,23)"BITTEN BY THE P
IG!!"
 4650    ENDPROC
 4660    DEFPROCprhi
 4670    COLOUR 1
 4680    PRINT TAB(3,4)"TOP FARMERS!!"
 4690    COLOUR 3
 4700    FOR H=1 TO 5:SOUND 1,RND(3)+2,1
40,3:PRINT TAB(0,3+(H*4));HI(H);TAB(8,3+
(H*4));HI$(H):NEXT
 4710    COLOUR 1:VDU 19,2,5;0;:PRINT TA
B(1,27)"ESCAPE FOR INFO OR":COLOUR 2:PRI
NT TAB(0,29)"PRESS SPACE TO START"
 4720    REPEAT:UNTIL INKEY(-99)
 4730    VDU 28,0,30,19,4:CLS:VDU 26
 4740    VDU 19,2,3;0;
 4750    ENDPROC
 4760    DEFPROCchhi
 4770    VDU 28,0,30,19,19:CLS:VDU 26
 4780    H=1
 4790    IF SCT>HI(H) THEN GOTO 4810 ELS
E H=H+1:IF H=6 THEN ENDPROC
 4800    GOTO 4790
 4810    IF H=1 THEN PROChi1
 4820    IF H=2 THEN PROChi2
 4830    IF H=3 THEN PROChi3
 4840    IF H=4 THEN PROChi4
 4850    IF H=5 THEN PROChi5
 4860    GOTO 160
 4870    DEFPROChi1
 4880    HI(5)=HI(4)
 4890    HI(4)=HI(3)
 4900    HI(3)=HI(2)
 4910    HI(2)=HI(1)
 4920    HI$(5)=HI$(4)
 4930    HI$(4)=HI$(3)
 4940    HI$(3)=HI$(2)
 4950    HI$(2)=HI$(1)
 4960    HI(1)=SCT
 4970    COLOUR 1
 4980    PRINT TAB(3,21)"YOUR SCORE WAS"
 4990    PRINT TAB(1,23)"RANKED NUMBER
ONE"
 5000    HI$(1)=""
 5010    PROCtpin
 5020    HI$(1)=HI$
 5030    ENDPROC
 5040    DEFPROChi2
 5050    HI(5)=HI(4)
 5060    HI(4)=HI(3)
 5070    HI(3)=HI(2)
 5080    HI$(5)=HI$(4)
 5090    HI$(4)=HI$(3)
 5100    HI$(3)=HI$(2)
 5110    HI(2)=SCT
 5120    COLOUR 1
 5130    PRINT TAB(3,21)"YOUR SCORE WAS"
 5140    PRINT TAB(1,23)"RANKED  NUMBER
TWO"
 5150    HI$(2)=""
 5160    PROCtpin
 5170    HI$(2)=HI$
 5180    ENDPROC
 5190    DEFPROChi3
 5200    HI(5)=HI(4)
 5210    HI(4)=HI(3)
 5220    HI$(5)=HI$(4)
 5230    HI$(4)=HI$(3)
 5240    HI(3)=SCT
 5250    COLOUR 1
 5260    PRINT TAB(3,21)"YOUR SCORE WAS"
 5270    PRINT TAB(0,23)"RANKED  NUMBER
THREE"
 5280    HI$(3)=""
 5290    PROCtpin
 5300    HI$(3)=HI$
 5310    ENDPROC
 5320    DEFPROChi4
 5330    HI(5)=HI(4)
 5340    HI$(5)=HI$(4)
 5350    HI(4)=SCT
 5360    COLOUR 1
 5370    PRINT TAB(3,21)"YOUR SCORE WAS"
 5380    PRINT TAB(1,23)"RANKED NUMBER F
OUR"
 5390    HI$(4)=""
 5400    PROCtpin
 5410    HI$(4)=HI$
 5420    ENDPROC
 5430    DEFPROChi5
 5440    HI(5)=SCT
 5450    COLOUR 1
 5460    PRINT TAB(3,21)"YOUR SCORE WAS"
 5470    PRINT TAB(1,23)"RANKED NUMBER F
IVE"
 5480    HI$(5)=""
 5490    PROCtpin
 5500    HI$(5)=HI$
 5510    ENDPROC
 5520    ENDPROC
 5530    DEFPROCtpin
 5540    HI$=""
 5550    PRINT TAB(1,25)"TYPE IN YOUR NA
ME!"
 5560    COLOUR 3
 5570    PRINT TAB(4,29)"............"
 5580    CHR=1
 5590    *FX 15
 5600    G=GET
 5610    *FX 15
 5620    SOUND 1,3,RND(255),1
 5630    COLOUR RND(3)
 5640    IF CHR>1 AND G=127 THEN CHR=CHR
-1:PRINT TAB(3+CHR,29)"..":HI$=MID$(HI$,
0,(LEN HI$)-1):GOTO 5600
 5650    IF G=13 THEN VDU 28,0,30,19,3:C
LS:VDU 26:ENDPROC
 5660    HI$=HI$+CHR$ G
 5670    PRINT TAB(3+CHR,29)CHR$G
 5680    IF CHR<12 THEN PRINT TAB(4+CHR,
29)"."
 5690    CHR=CHR+1
 5700    IF CHR=13 THEN REPEAT:G=GET:UNT
IL (G=13) OR (G=127)
 5710    SOUND 1,3,RND(255),4
 5720    IF G=13 THEN VDU 28,0,30,19,3:C
LS:VDU 26:ENDPROC
 5730    IF G=127 THEN CHR=CHR-1:PRINT T
AB(3+CHR,29)".":HI$=MID$(HI$,0,(LEN HI$)
-1):GOTO 5600
 5740    GOTO 5600
 5750    DEFPROCinstr
 5760    PRINT TAB(11,1)"EGGS by Paul Dy
er                  for the 32k ELECTRON
 OR BBC"
 5770    PRINT '"  CATCH A FALLING EGG A
ND PUT IT IN YOURBASKET.Thats the whole
idea of this game.Above the ground  will
  be  a number ofnests,depending on the
screen you are on,and you must catch fal
ling eggs in yourbasket as they drop."
 5780    PRINT "  To warn you if an egg
is about  to  belayed the chicken will
cluck.There  aretwo types of cluck and o
nly one  signalslaying.Now to the hazard
s.A  rotten  eggfloats past and this mus
t be avoided  at";
 5790    PRINT "all costs,falling eggs d
o no good to youexept in a basket.Missed
 eggs will smashon the floor leaving a s
lippery mess  tobe avoided.A large pig w
ill appear  when";
 5800    PRINT "an egg is dropped to rem
ove the mess,buthe is not all good so st
eer clear.Lastlyif you do not collect  a
s  many (if  notmore) eggs than you  dro
p  the game willend,you only have  one f
armer,so use him";
 5810    A%=INKEY(5000)
 5820    PRINT "well.At the top of the s
creen is a multicoloured bar which repre
sents the amountof feed the hens  have
left.Four  noteswill warn that it is low
.When it has allbeen used the screen wil
l clear  to showcurrent score and level"
;
 5830    A%=INKEY(200)
 5840    PRINT ",after  which thenext sc
reen  will  appear  and  be  evenharder
than the previous screen."
 5850    A%=INKEY(200)
 5860    PRINT "  1 point is scored for
a caught egg and1 point lost for an egg
dropped.A  bonusis scored for each compl
eted screen.Moveyour  farmer to the left
 with the Z  key,right with the X key an
d jump with  theRETURN key."
 5870    A%=INKEY(200)
 5880    PRINT "  Last of all the sound
can be  switchedoff with the Q key and o
n with the S key.And if you need to paus
e the game pressthe P key and restart wi
th the O key."
 5890    A%=INKEY(200)
 5900    PRINT ''"........Press ANY key
to move on........"
 5910    IF GET ENDPROC
 5920    REM ERROR PROCEDURE
 5930    IF ERR<>17 THEN GOTO 5970
 5940    MODE 6:VDU 23,1,0;0;0;0;:PROCin
str
 5950    MODE 5:VDU 23,1,0;0;0;0;:PROCtt
l
 5960    RETURN
 5970    MODE 6
 5980    PRINT '':REPORT:PRINT " at line
 ";ERL
 5990    VDU 23,1,1;0;0;0;
 6000    END
```

SKI MASTER

• Spectrum 16K

As the winter sports season hits its peak, *C+VG* presents *Ski Master* to improve your skills on the slippery slopes.

Using the M and N keys you must control the skier on his downward path, avoiding flags, trees, rocks and snowmen. The straighter you ski, the faster your time. Collecting the various clocks on the route will also boost your time.

All underlined text represents graphics and so[inv vid] = inverse video, A = user-defined graphic 'a' and sh7 = SHIFT + graphic '7'.

Note line 5015 contains five characters of normal Spectrum undeer-ine (SYM SHIFT+'0').

• *Mark Tuck*

```
   1 REM  1985 Mark Tuck
   4 REM (inv vid)variables(true vid)
   5 GO SUB 9000: DIM h(3): DIM h$(3,6): LET h=180: LET h(1)=60: LET h(2)=60: LE
T h(3)=60: LET h$(1)="mark": LET h$(2)="mark": LET h$(3)="mark"
   6 LET a$="mark"
  10 LET tt=0: LET ta=0: LET c=1
  25 LET a=0: LET t=0
  30 BORDER 7: INK 0: PAPER 7: CLS : LET f=0
  35 PRINT AT 0,0; PAPER 6;"COURSE:";c;AT 0,13;h(c);" secs by ";h$(c)
  40 LET w=11-c: LET a=10: PRINT AT 9,a; INK 3;"E";AT 9,a+1; INK 0; PAPER 5;" ST
ART";TAB a+w; INK 3; PAPER 7;"E": FOR e=10 TO 20: PRINT AT e,a; INK 3;"E";AT e,a
+w; INK 3;"E": NEXT e
  45 LET b=0: LET x=14: LET x1=x: PRINT AT 10,x;"A";AT 11,x;"B": PAUSE 0
  49 REM (inv vid)main loop(true vid)
  50 POKE 23692,255
  55 IF INKEY$="n" THEN  LET l$="D": LET x=x-1: LET t=t+.2: GO TO 70
  60 IF INKEY$="m" THEN  LET l$="C": LET x=x+1: LET t=t+.2: GO TO 70
  65 LET l$="B"
  70 LET j=INT (RND*2): LET k=INT (RND*3)
  75 LET a=a-(j=1 AND a>1)+(j=0 AND a<21)
  80 LET b=b-(k=2 AND b>1)+(k=0 AND b<10)
  85 IF ATTR (12,x)<>56 OR ATTR (11,x)<>56 THEN  GO TO 200
  90 PRINT AT 10,x1;" ";AT 11,x1;" "
  95 PRINT  INK 0;AT 11,x;"A";AT 12,x;l$: LET x1=x
 100 IF a>110 AND f=0 THEN  LET f=1: PRINT AT 21,a; INK 3;"E";AT 21,a+1; PAPER 5
; INK 0;" FINISH";TAB a+w; PAPER 7; INK 3;"E": GO TO 130
 105 PRINT AT 21,a; INK 3;"E";AT 21,a+w;"E": LET po=a+INT (w/2)+INT (RND*5)-2
 107 LET rn=RND*10: IF rn>9.5 THEN  PRINT AT 21,po; INK 2;"N": GO TO 130
 110 IF b=2 THEN  PRINT  INK 4;AT 21,po;"F"
 115 IF b=7 THEN  PRINT  INK 1;AT 21,po;"G"
 120 IF b=3 THEN  PRINT  INK 4;AT 21,po;"FF"
 125 IF b=8 THEN  PRINT  INK 3;AT 20,po;"H";AT 21,po;"I"
 130 PRINT
 180 LET a=a+1: LET t=t+.3
 190 GO TO 50
 199 REM (inv vid)something hit(true vid)
 200 IF ATTR (12,x)=40 THEN  PRINT AT 10,x1;" ";AT 11,x1;" ";AT 11,x;"A";AT 12,x
;"B": GO TO 300
 205 IF ATTR (12,x)=58 THEN  BEEP .05,10: PRINT AT 12,x;" ": LET t=t-(10+INT (RN
D*10))/10: GO TO 85
 210 IF ATTR (11,x)=58 THEN  BEEP .05,10: PRINT AT 11,x;" ": LET t=t-(10+INT (RN
D*10))/10: GO TO 85
 215 PRINT AT 11,x1;" ";AT 10,x1;" "
 220 PRINT AT 11,x;"L";AT 12,x;"M"
 225 FOR f=20 TO 0 STEP -1: BEEP .01,f: NEXT f
 230 PRINT AT 12,x;"K";AT 11,x;"J"
 235 LET ta=ta+a: FOR f=0 TO 500: NEXT f
 240 IF c<3 THEN  LET c=c+1: GO TO 25
 245 GO TO 6000
 299 REM (inv vid)end course(true vid)
 300 FOR a=0 TO 3: FOR f=0 TO 20: BEEP .02,f: NEXT f: NEXT a
 305 LET ta=ta+a: LET tt=tt+t: PRINT AT 2,6; PAPER 6;" TIME: ";t;" seconds "
 310 FOR f=0 TO 500: NEXT f
3000 PAPER 0: BORDER 0: CLS : INK 7
3005 PRINT AT 5,3; INK 6;"Your time was ";t;" seconds"
3010 IF t<h(c) THEN  LET h(c)=t: PRINT AT 9,0; INK 6;"You've beaten the course r
ecord.";AT 21,0; PAPER 7; INK 0;"ENTER name (maximum 6 letters)- ": INPUT h$(c):
 IF LEN h$(c)>6 THEN  GO TO 3010
3015 PRINT AT 13,2; INK 5;"Course record is ";h(c);" seconds";AT 15,12;"by ";h$(
c)
3025 FOR k=0 TO 31 STEP 2: PRINT AT 18,k; INK 4;"F": NEXT k
3030 PRINT AT 21,0; PAPER 6; INK 0;" PRESS ANY KEY FOR NEXT COURSE  ": PAUSE 0
3035 IF c=3 THEN  GO TO 4000
3040 GO TO 240
4000 IF ta<360 THEN  GO TO 6000
4999 REM (inv vid)cup and tune(true vid)
5000 BORDER 0: PAPER 0: INK 5: CLS : PRINT AT 1,9; FLASH 1;"CONGRATULATIONS"; FL
ASH 0
5005 INK 6: PRINT AT 3,16; INK 6;"O";AT 3,16; OVER 1;"_"
5010 PRINT AT 4,15;"sh2sh8sh1";AT 5,14;"(inv vid)sh3sh3sh3sh3sh3(true vid)"
5015 PRINT AT 5,14; OVER 1;"_____";AT 6,12;"4sh47(inv vid)1st(true vid)sh47sh7";
AT 7,12;"5sh71sh8sh8sh824sh5";AT 8,13;"7sh3sh8sh8sh8sh3sh4";AT 9,15;"5sh8sh5";AT
 10,16;"sh8";AT 11,16;"sh8";AT 12,14;"sh3sh2sh8sh1sh3"
5020 PRINT AT 14,0; INK 4;"You've completed all 3 ski runs,";AT 16,0;"in a total
 time of ";tt;" seconds"
5025 RESTORE 5030: FOR x=1 TO 22: READ b,a: BEEP a/10,b: NEXT x
5030 DATA 0,3,2,3,4,3,5,5,0,6,5,3,4,3,5,3,7,5,2,6
5031 DATA 5,3,4,3,5,3,9,3.5,7,1.5,7,4,5,3,5,3,4,3,2,4,4,4,5,10
5035 IF tt>=h THEN  GO TO 5050
5040 LET h=tt: PRINT AT 18,0; INK 4;"which makes you the SKI MASTER !"
5045 PRINT AT 21,0; PAPER 7; INK 0;"ENTER name (maximum 6 letters)- ": INPUT a$:
 IF LEN a$>6 THEN  GO TO 5045
5050 PRINT AT 21,0; PAPER 5; INK 0;" PRESS ANY KEY FOR HIGH SCORES  ": PAUSE 0
5999 REM (inv vid)score table(true vid)
6000 BORDER 4: CLS : PRINT AT 1,3;"Your ski rating is "; BRIGHT 1;INT (ta*100/36
0);" %"; BRIGHT 0;AT 4,9;"COURSE RECORDS-": FOR f=1 TO 3: PRINT AT f*2+4,3;f;"..
.";h(f);" seconds by ";h$(f): NEXT f
6005 PRINT AT 15,7;"SKI MASTER is "; FLASH 1;a$; FLASH 0''"with total time of "
;h;" seconds"
6010 PRINT AT 21,0; PAPER 4;" PRESS ANY KEY FOR ANOTHER RUN ": PAUSE 0: GO TO 10
8999 REM (inv vid)graphics(true vid)
9000 CLS : PRINT AT 5,9; FLASH 1;"STOP THE TAPE": PAUSE 250
9005 RESTORE 9010: FOR g=USR "a" TO USR "n"+7: READ x: POKE g,x: NEXT g
9010 DATA 24,153,66,189,153,153,153,189,36,36,52,20,28,36,66,129
9015 DATA 36,36,180,108,36,18,9,4,36,36,45,54,36,72,144,32
9020 DATA 32,60,62,63,32,32,32,32,8,8,28,8,62,8,127,8
9025 DATA 28,34,65,129,129,129,66,60,62,127,34,20,170,226,62,65
9030 DATA 137,129,137,129,137,129,129,255,4,9,17,33,97,167,37,37
9035 DATA 60,152,152,255,0,252,0,63,18,5,69,169,166,64,28,34
9040 DATA 34,146,12,96,146,149,101,2,60,66,129,143,145,145,66,60
9099 REM (inv vid)introduction(true vid)
9100 CLS : PRINT AT 0,10; PAPER 6;" SKI MASTER ": FOR q=0 TO 8 STEP 2: PRINT AT
0,q: INK 4; PAPER 7;"E";AT 0,q+23;"E": NEXT q
9105 PRINT AT 3,1;"Ski straight and pick up clocks";AT 5,1;"for a fast time. Wat
ch out for";AT 7,3;"trees, rocks and snowmen !"
9110 PRINT AT 11,3;"Can you complete all three";AT 13,0;"courses to become the S
KI MASTER";AT 17,0;"Keys: 'N'-ski left 'M'-ski right"
9115 PRINT #0;AT 0,0; PAPER 5;'"     PRESS ANY KEY TO BEGIN     "
9120 PAUSE 0: RETURN
```

RECCONAISANCE

• QL

Recconaisance is a contrast to the usual shoot-em-up, high speed arcade games. It is a game which requires ingenuity, care and intelligence to successfully complete and can also be extremely addictive.

The basic aim is simple. You are a member of an elite corps whose assignment is to establish the precise location of four high explosive ordnance stores within an enemy camp prior to a bombing raid. You cannot gain admittance to the camp and so can only prowl about the perimeter.

You have divided the enemy camp into an 8 × 8 grid and it is this grid which forms the basis of your strategy. Each side is denoted by a letter, A–D and each grid square by numbers across the bottom and the top.

You cannot see into the camp as your survey will take place at night. The one item of equipment you have with you is a maser rifle which projects a coherent beam of microwave radiation. Around the primeter of the camp, which is thoughtfully square, you have placed, at equal intervals, small reflective discs which are wired to your maser computer, these discs being identified as numbers on the sides (fig. 1).

The method of determining the precise location of each ordnance dump is as follows: positioning your rifle at the first co-ordinate you fire a shot. The entry position is shown in the window on the left of the screen e.g. A1. This is followed immediately by the exit co-ordinate which is itself determined from the route taken by the maser beam after being fired.

Fig. 2 shows this more clearly. Here it can be seen that an "invisible" ordnance store is centred on 3,4. Because of its size, each "store" overlaps into the surrounding eight squares and firing a beam into any of the eight squares will produce a different exit co-ordinate. The way it works is this:

A beam entering at A2 (top left) hits the store at 2,3, is reflected at right angles to the left and emerges at D3. The display in the left hand window would read 'A2 : D3'.

A shot entering at D5 is reflected to the bottom and would emerge at C2.

Entry at C4 would mean exit at B5 and so on.

However, a direct hit, i.e. entry from A3, B4, C3 or D4 would lead to the message "absorbed' being displayed.

From this information it can be deduced that a store exists centred on 3,4. Hah! Obvious, you might think. But what if a second store exists with its centre on the next but one square as shown in fig. 3? The 'store' on 5,4 is contiguous with the one on 3,4 therefore reflecting the beam straight back out at A4.

Even more sneaky, if another "store" were positioned at 7,7 then a beam entering at B5 would bounce at right angles downwards where, at 6,6 it would encounter the top left of the third 'store' and be reflected yet again through ninety degrees bringing the beam back to its original path but displaced by one row downward.

For that manoeuver the display would read: B5 (entry) : D6 (exit).

If a beam were aimed from C6 then, as it encountered an obstruction so close to the point of origin, it would re-emerge at the same point...

Since the game uses a total of four "stores", the possible combinations are truly mind boggling. Surprisingly, it's not that difficult when you've become used to it!

For each "shot" your score increases by one and the aim is to complete the game with the fewest possible tries. When you think you've located every single store you press <ESC> and a small prompt appears in the window below the grid asking for, first, the x co-ordinate and them the y co-ordinate of each of the four "stores". If you have it right then congratulations are offered but a wrong guess simply tells you you're wrong but does not specify how! Thus you are left to try and eliminate the possibilities.

The game does not allow you to try the same (or a reverse) co-ordinate twice; therefore a pencil is a very useful adjunct when playing this.

The screen display is organised into four windows, the largest of which holds the Grid plan and looks like figure 4. You are

repr
whic
drav
seri
arro
thet
Lir
dire
(108
func

Fig. 1

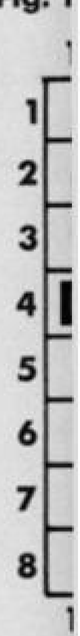


Fig. 3

represented by a turtle graphics arrow which has a handy advantage over a line drawn figure. The turtle draws the arrow in a series of four movements (fig. 5) and the arrow will appear pointing the way in which the turtle is aimed.

Lines 1170 to 1290 draw the arrow and the direction is set by the procedure "Gun" (1080 to 1120) which in turn calls three functions, Gun_x, Gun_y and Gun_r which return the x and y position and the initial rotation.

The program uses windows, circles, blocks, filled shapes and turtles. In addition, the not incosiderable calculating and data manipulation power of the QL is used extensively.

Happy spying!

- **Ian Kennedy, Ian Williams and Steven Hollywood**

Fig. 1

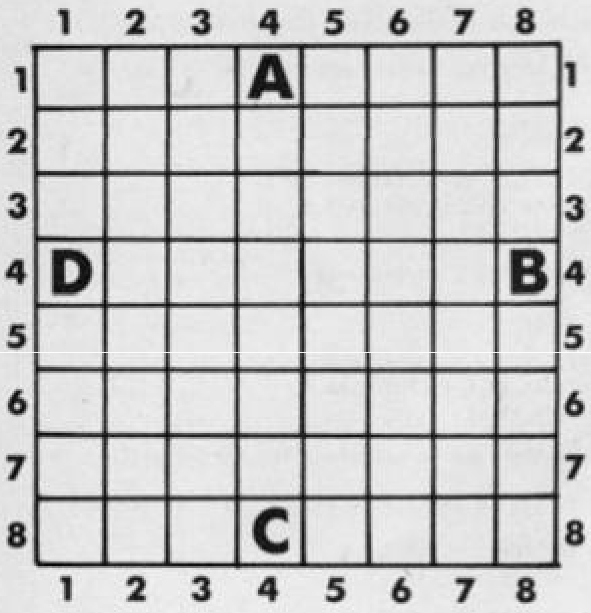


Fig. 2

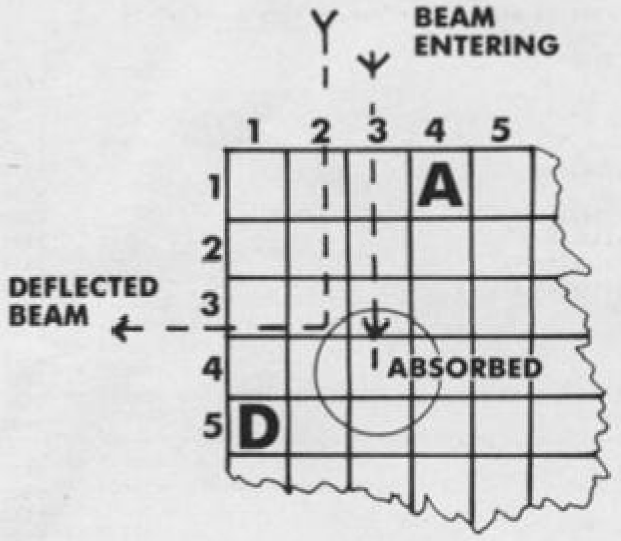


Fig. 3

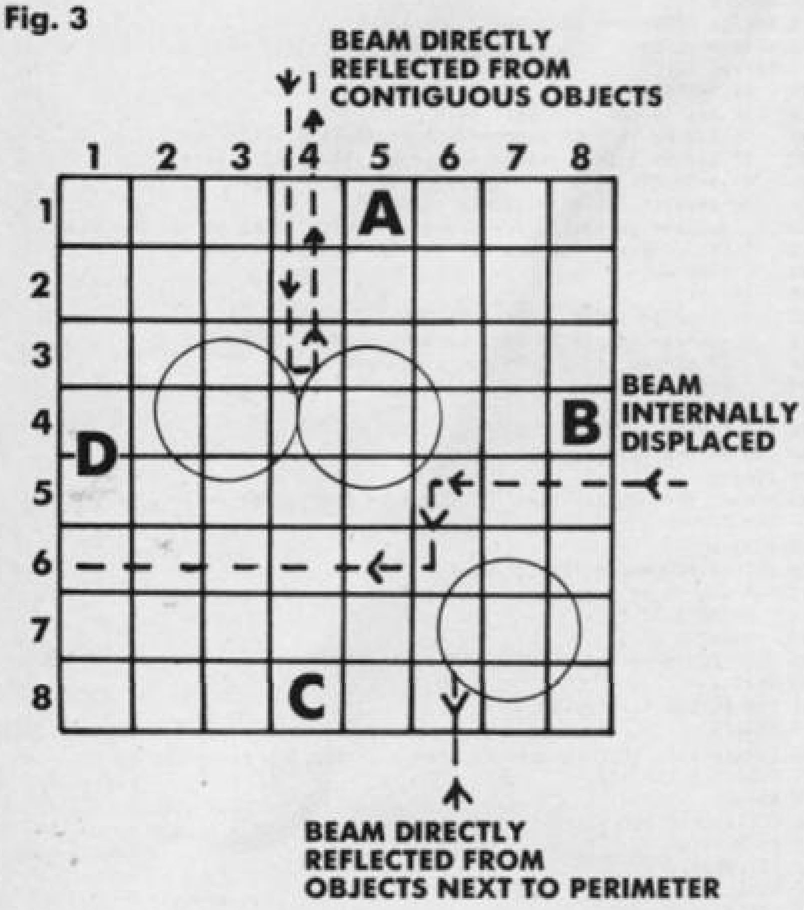
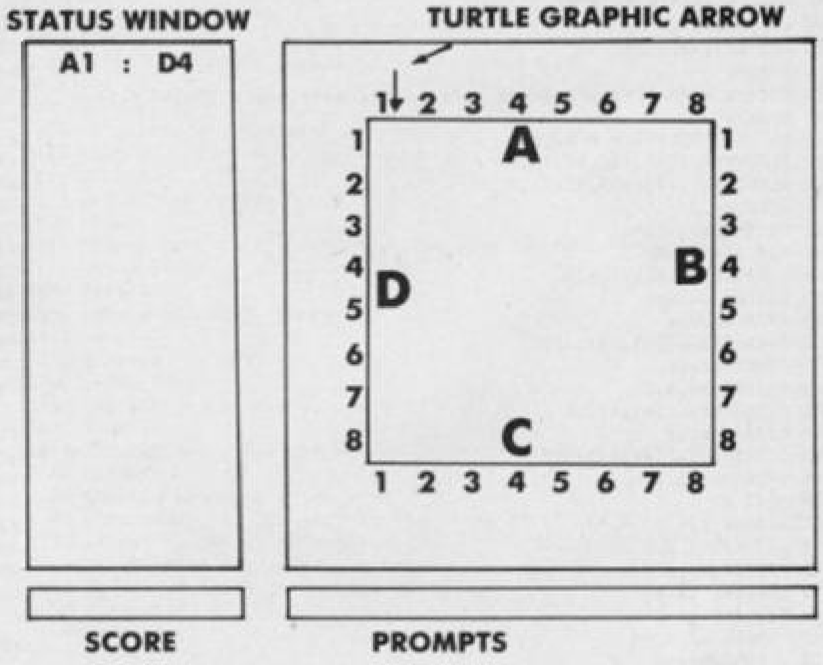

BEAM DIRECTLY REFLECTED FROM CONTIGUOUS OBJECTS
1 2 3 4 5 6 7 8
A
B
C
D
BEAM INTERNALLY DISPLACED
BEAM DIRECTLY REFLECTED FROM OBJECTS NEXT TO PERIMETER

Fig. 4



```
100 REMark
110 REMark
120 REMark
130 REMark
140 REMark
150 REMark
160 REMark
170 REMark
180 REMark
190 REMark
200 REMark
210 REMark
220 CLEAR
230 dimbo
240 gun gunpos,7
250 REPeat mainloop
260   move_gun
270   IF key && 64 THEN fire
280   IF key && 8 THEN ask
290   IF key && 32 THEN reveal:close_down
300   gun oldpos,0
310   gun gunpos,7
320 END REPeat mainloop
330 STOP
340 REMark
350 REMark **** This routine sets up windows, arrays & variables
360 REMark
370 DEFine PROCedure dimbo
380 box=3
390 tab=4
400 mark=5
410 ques=6
420 OPEN#box,scr_512x256a0x0
430 CLS#box
440 OPEN#box,scr_280x240a200x0
450 OPEN#tab,scr_158x240a40x0
460 OPEN#mark,scr_158x12a40x241
470 OPEN#ques,con_280x12a200x241_10
480 BORDER#box,1,7,0
490 BORDER#tab,1,4,2
500 BORDER#mark,1,7,4
510 BORDER#ques,1,7
520 CLS#box
530 CLS#tab
540 CLS#mark
550 CLS#ques
560 CSIZE#tab,1,0
570 CSIZE#mark,2,0
580 INK#mark,7
590 INK#ques,4
600 PRINT#mark,"Score";
610 marks=0
620 print_score
630 size=7
640 num_things=4
650 draw_box
660 DIM grid(size+2,size+2),gone((size+1)*4-1),guess(num_things-1,1)
670 fill_grid(num_things)
680 xpos=0:ypos=0:gunpos=0
690 mov_num=1
700 END DEFine dimbo
710 REMark
720 REMark **** This procedure sets up the game board (#box) window
730 REMark
740 DEFine PROCedure draw_box
750 BLOCK#box,200,160,40,30,4
760 BLOCK#box,196,158,42,31,2
770 INK#box,7
780 CSIZE#box,0,1
790 FOR a=1 TO 8
800 CURSOR#box,5,10+a*20
810 CSIZE#box,0,1
820 PRINT#box,a
830 CURSOR#box,265,10+a*20
840 PRINT#box,a
850 CSIZE#box,3,0
860 CURSOR#box,20+a*25,0
870 PRINT#box,a
880 CURSOR#box,20+a*25,218
890 PRINT#box,a;
900 NEXT a
910 AT#box,0,0
920 CSIZE#box,2,1
930 PAPER#box,2
940 RESTORE 1010
950 FOR a=0 TO 3
960   READ a$,x,y
970   CURSOR#box,x,y
980   PRINT#box,a$
990 NEXT a
1000 END DEFine draw_box
1010 DATA "A",132,35
1020 DATA "B",215,100
1030 DATA "C",132,165
1040 DATA "D",50,100
1050 REMark
1060 REMark **** This proc is used to set the turtle direction
    'gun?'
1070 REMark
1080 DEFine PROCedure gun(pos,c)
1090 POINT#box,gun_x(pos),gun_y(pos)
1100 TURNTO#box,gun_r(pos)
1110 arrow(c)
1120 END DEFine gun
1130 REMark
1140 REMark **** This one is uses the turtle graphics to draw an arrow
1150 REMark **** of colour (col)
1160 REMark
1170 DEFine PROCedure arrow(col)
1180 INK#box,col
1190 PENDOWN#box
1200 MOVE#box,5
1210 TURN#box,135
1220 MOVE#box,3
1230 TURN#box,135
1240 MOVE#box,SQRT(18)
1250 TURN#box,135
1260 MOVE#box,3
1270 TURN#box,-45
1280 MOVE#box,-5
1290 END DEFine arrow
1300 REMark
1310 REMark **** This is used to unscramble the arrows (x_coord.)
    position
1320 REMark **** mainly from the gunpos variable (returns graphic
    coords)
1330 REMark
1340 DEFine FuNction gun_x(u)
1350 side=u DIV 8
1360 IF side && 1 THEN RETurn 81-37.5*(side && 2)
1370 IF side=2 THEN RETurn 71.1-(u MOD 8)*7.8
1380 RETurn 16.5+(u MOD 8)*7.8
1390 REMark
1400 REMark **** Ditto for the y co-ordinate
1410 REMark
1420 DEFine FuNction gun_y(u)
1430 side=u DIV 8
1440 IF side=3 THEN RETurn 25+(u MOD 8)*8.4
1450 IF side=1 THEN RETurn 83.8-(u MOD 8)*8.4
1460 RETurn 93.5-40*(side && 2)
1470 REMark
1480 REMark **** Yet another one to calculate the turtle setting to
    enable
1490 REMark **** the turtle to be rotated to the right direction
1500 REMark
1510 DEFine FuNction gun_r(u)
1520 RETurn 270-(u DIV 8)*90
1530 REMark
1540 REMark **** This routine does most of the moving of the arrow using
    the
1550 REMark **** KEYROW and INKEY functions
1560 REMark
1570 DEFine PROCedure move_gun
1580 oldpos=gunpos
1590 REPeat wait
1600   key=KEYROW(1)
1610   IF key && 104 THEN EXIT wait
1620   IF key && 16 THEN gunpos=(gunpos+1) && 31:EXIT wait
1630   IF key && 2 THEN gunpos=(gunpos-1) && 31:EXIT wait
1640   key$=INKEY$(0) & " "
1650   IF key$(1) INSTR "AaBbCcDd" THEN
1660     gunpos=(gunpos && 7)+((key$(1) INSTR "AaBbCcDd"-1) DIV 2)*8
1670     IF (gunpos ^^ oldpos) && 16 THEN gunpos=gunpos ^^ 7
1680     EXIT wait
1690   END IF
1700   IF key$(1) INSTR "12345678" THEN
1710     gunpos=(gunpos && 24)+(key$(1) INSTR "12345678")-1
1720     IF gunpos && 16 THEN gunpos=gunpos ^^ 7
1730     EXIT wait
1740   END IF
1750 END REPeat wait
1760 END DEFine move_gun
1770 REMark
1780 REMark **** Initialises 'n' BLOBS in the 'grid' array. The more
    the harder
1790 REMark
1800 DEFine PROCedure fill_grid(n)
1810 FOR a=1 TO n
1820   x=RND(1 TO 8)
1830   y=RND(1 TO 8)
1840   IF NOT(grid(x,y)) THEN grid(x,y)=1:ELSE a=a-1
1850 NEXT a
1860 END DEFine fill_grid
1870 REMark
1880 REMark **** Plot is used to draw a circle (representing a
    BLOB) in the box
1890 REMark
1900 DEFine PROCedure plot(x,y,c)
1910 INK#box,c
1920 FILL#box,1
1930 CIRCLE#box,gun_x(x),gun_y(y+8)-1,6
1940 FILL#box,0
1950 END DEFine plot
1960 REMark
1970 REMark **** The hub of the whole game, it 'moves' the ball within the
1980 REMark **** box, calculates and displays enter and exit points
```

```
1990 REMark
2000 DEFine PROCedure fire
2010 IF gone(gunpos) THEN
2020   IF gone(gunpos)=1 THEN
2030   message "ALREADY TRIED !"
2040   ELSE message "REVERSE ALREADY TRIED !"
2050   END IF
2060   RETurn
2070 END IF
2080 gone(gunpos)=1
2090 side=gunpos DIV 8
2100 PRINT#tab," "(1 TO (mov_num<10));mov_num;".";TO 4;"ABCD"
(side+1);"12345678"(((gunpos && ^^ ((gunpos && 16)/16*7))+1);" : ";
2110 mov_num=mov_num+1
2120 IF side && 1 THEN
2130   xpos=(size+2)*(side ^^ 3)/2
2140   ELSE xpos=(((gunpos && 16)/16*7) ^^ (gunpos && 7))+1
2150 END IF
2160 IF NOT(side && 1) THEN
2170   ypos=(size+2)*(side DIV 2)
2180   ELSE ypos=(((gunpos && 16)/16*7) ^^ (gunpos && 7))+1
2190 END IF
2200 IF NOT(side && 1) THEN xdir=0:ydir=1-side
2210 IF side && 1 THEN ydir=0:xdir=side-2
2220 REPeat moveloop
2230   GO TO 2270
2240   IF ((ypos+ydir) INSTR "09") AND ((xpos+xdir) INSTR
   "09") THEN EXIT moveloop
2250   IF ((ypos+ydir) INSTR "09") THEN ypos=ypos+ydir:
   EXIT moveloop
2260   IF ((xpos+xdir) INSTR "09") THEN xpos=xpos+xdir:
   EXIT moveloop
2270   IF grid(xpos+xdir,ypos+ydir) THEN
2280     PRINT#tab,"absorbed"
2290     xpos=xpos+xdir
2300     ypos=ypos+ydir
2310     score 1
2320     EXIT moveloop
2330   END IF
2340   xpd=-ydir*NOT(xdir)
2350   ypd=xdir*NOT(ydir)
2360   IF grid(xpos+xdir+xpd,ypos+ydir+ypd) THEN
2370     xdir=-xpd:ydir=-ypd
2380     GO TO 2240
2390   END IF
2400   IF grid(xpos+xdir-xpd,ypos+ydir-ypd) THEN
2410     xdir=xpd:ydir=ypd
2420     GO TO 2240
2430   END IF
2440   xpos=xpos+xdir
2450   ypos=ypos+ydir
2460   IF xpos=0 OR xpos=9 OR ypos=0 OR ypos=9 THEN EXIT moveloop
2470 END REPeat moveloop
2480 score 1
2490 IF xpos=0 OR xpos=9 THEN
2500   PRINT#tab,"BD"(1+NOT(xpos));"12345678"(ypos)
2510   e=((ypos-1) ^^ (7*NOT(xpos)))+8+16*NOT(xpos)
2520   IF NOT(gone(e)) THEN gone(e)=2
2530 END IF
2540 IF ypos=0 OR ypos=9 THEN
2550   PRINT#tab,"CA"(1+NOT(ypos));"12345678"(xpos)
2560   e=((xpos-1) ^^ ((ypos<>0)*7))+16*(ypos<>0)
2570   IF NOT(gone(e)) THEN gone(e)=2
2580 END IF
2590 END DEFine fire
2600 REMark
2610 REMark **** This one is used to increase the score. It is
   increased by
2620 REMark **** one, displayed and followed by a bleep (i) times.
2630 REMark
2640 DEFine PROCedure score(i)
2650 FOR a=1 TO i
2660   marks=marks+1
2670   print_score
2680   BEEP 1000,50
2690   IF BEEPING THEN GO TO 2690
2700 NEXT a
2710 END DEFine score
2720 REMark
2730 REMark **** Prints present score in the window(#mark) to
   6 figures.
2740 REMark
2750 DEFine PROCedure print_score
2760 AT#mark,0,6
2770 a$=("00000" & marks)
2780 PRINT#mark,a$(LEN(a$)-5 TO);
2790 END DEFine print_score
2800 REMark
2810 REMark **** The ask procedure is called when you think
   you've got it right.
2820 REMark **** It asks for your input in console#ques,
   checks that the enterd
2830 REMark **** co-ordinates are valid and not repeated and
   increases the score
2840 REMark **** or ends the game depending upon your guess.
2850 REMark
2860 DEFine PROCedure ask
2870 wrong=0
2880 x=0:y=1
2890 guess(0,x)=0:guess(0,y)=0
2900 FOR a=1 TO num_things
2910   INPUT#ques,("Input x co-ordinate of no." & a ) ! x$
2920   IF NOT(x$ INSTR "12345678\") OR x$="" OR LEN(x$)<>1 THEN
2930     message "Invadid Co-ordinate"
2940     GO TO 2910
2950     END IF
2960   IF x$="\" THEN EXIT a
2970   INPUT#ques,("Input y co-ordinate of no." & a ) ! y$
2980   IF NOT(y$ INSTR "12345678\") OR y$="" OR LEN(y$)<>1 THEN
2990     message "Invadid Co-ordinate"
3000     GO TO 2970
3010   END IF
3020   IF y$="\" THEN EXIT a
3030   FOR b=0 TO a-2
3040     IF guess(b,x)=x$ AND guess(b,y)=y$ THEN
3050       message "You've already entered that one."
3060       a=a-1
3070       EXIT b
3080     END IF
3090   END FOR b
3100   IF guess(b,x)=x$ AND guess(b,y)=y$ THEN GO TO 3140
3110   IF NOT(grid(x$,y$)) THEN wrong=wrong+1
3120   guess(a-1,x)=x$
3130   guess(a-1,y)=y$
3140 END FOR a
3150 CLS#ques
3160 IF x$="\" OR y$="\" THEN RETurn
3170 PRINT#tab,mov_num;".";TO 3;"Guess";
3180 mov_num=mov_num+1
3190 FOR a=0 TO DIMN(guess)
3200 IF NOT(a && 1) THEN PRINT#tab,TO 8;
3210   PRINT#tab,"(";guess(a,x);",";guess(a,y);")";
3220 NEXT a
3230 IF NOT(wrong) THEN correct
3240 score wrong*5
3250 message "You've guessed " & (num_things-wrong) & "
   correct co-ordinate(s)"
3260 END DEFine ask
3270 REMark
3280 REMark **** Message sends a string parameter to the 'ques'
   channel. It also
3290 REMark **** Bleeps and pauses returning with the window cleared.
3300 REMark
3310 DEFine PROCedure message(e$)
3320 LOCal a
3330 CLS#ques
3340 AT#ques,0,22-LEN(e$)/2
3350 INK#ques,7
3360 PRINT#ques,e$
3370 INK#ques,4
3380 BEEP 5000,0
3390 FOR a=0 TO 270:e$=INKEY$(0):NEXT a
3400 CLS#ques
3410 END DEFine message
3420 REMark
3430 REMark **** Uses plot to put all the BLOBS on the screen as
   filled in circles
3440 REMark
3450 DEFine PROCedure reveal
3460 FOR x=1 TO 8
3470 FOR y=1 TO 8
3480 IF grid(x,y) THEN plot x-1,y-1,7,1
3490 NEXT y
3500 NEXT x
3510 END DEFine reveal
3520 REMark
3530 REMark This one is called if you have managed to find all
   the BLOBS
3540 REMark
3550 DEFine PROCedure correct
3560 reveal
3570 message "At last you've got it"
3580 close_down
3590 END DEFine correct
3600 REMark
3610 REMark This gives the option whether to rerun or end the program
3620 REMark
3630 DEFine PROCedure close_down
3640 INPUT#ques,"Do you want another game (Y/N)"!a$
3650 IF a$="" THEN GO TO 3640
3660 IF a$ INSTR "Yy" THEN CLEAR:RUN
3670 IF NOT(a$ INSTR "Nn") THEN GO TO 3640
3680 CLOSE#box
3690 CLOSE#tab
3700 CLOSE#mark
3710 CLOSE#ques
3720 CLEAR
3730 MODE 0
3740 STOP
3750 END DEFine close_down
```

OPERATION KRISTOS

• BBC B

A strange alien ship has been picked up on radar heading towards the Earth.

After three days it goes into orbit and fails to respond to radio messages. A preliminary scan reveals a large carbon dioxide laser aimed at London.

The Royal Navy attacks but all ships are lost when a strange wave of pink light radiates out from the ship.

Now the plan has been decided. A Space Marine must dock with the ship, plant a large mine and then teleport back before it explodes. Only then can the Earth be saved from the alien menace that hangs overhead.

You have been chosen for the mission and dock with the ship armed with only a teleport bracelet and a limpit mine that must be attached to the laser to ensure maximum destruction.

The following commands may be used but there are more: GET, DROP, INVENTORY, SCORE, EXAMINE, TELEPORT, PRIME (for the mine).

To move, use the following abbreviations: N — to go North, S — to go South, E — to go East, W — to go West, U — to go Up, D — to go Down.

Any other word may be abbreviated to four letters.

The symbol, which appears in a number of lines, is the up-arrow. This is to the right of !=' on the keyboard.

• JW Roynting

```
   10 DATA "YOU'RE IN YOUR SPACESHIP BUT
 IT HAS BEENWRECKED PROBABLY WHEN LANDIN
G ON AUTO    PILOT.AN EXIT LEADS NORTH"
   20 DATA "YOU ARE STANDING IN A SHINY.
METALLIC     VACUUM TUBE.YOU CAN GO NORTH
 AND SOUTH"
   30 DATA "YOU'RE STANDING IN A AIRLOCK
.TO THE WESTIS A SHINY DOOR.TO THE SOUTH
 IS A        CORRIDOR.THE DOOR HAS NO VIS
IBLE MEANS   OF BEING OPENED."
   40 DATA "YOU ARE IN A STEEL CORRIDOR.
THERE IS A   SIDE EXIT TO THE EAST AND TH
E CORRIDOR   LEADS NORTH AND SOUTH."
   50 DATA "YOU ARE IN A DARK STOREROOM.
IT IS        EXTREMELY COLD AND SMELLY IN
 HERE.THE    ONLY EXIT IS TO THE NORTH."
   60 DATA "YOU ARE STANDING ON A METAL
GRILL ABOVE A CHANNEL IN THE FLOOR ABOUT
 6 INCHES    BELOW.THERE IS AN EXIT NORTH
WARDS OVER   THE GRILL AND A CORRIDOR LEA
DS SOUTH."
   70 DATA "YOU ARE ON THE FLIGHT DECK O
F THE SHIP   A LARGE VISUAL DISPLAY SHOWS
 A PICTURE   OF THE EARTH AND TO YOUR LEF
T IS A       CONTROL PANEL.EXITS LEAD NOR
TH,SOUTH  & EAST."
   80 DATA "YOU'RE IN THE CONTROL ROOM.A
 LARGE BANK OF COMPUTERS ADORN THE NORTH
 WALL.EXITS LEAD EAST AND WEST."
   90 DATA "YOU ARE IN THE REST ROOM.THE
RE IS A BED HERE AND A SMALL,BEDSIDE TAB
LE.AN SINGLEEXIT LEADS WEST."
  100 DATA "YOU'RE IN THE CAPTAIN'S CABI
N.RICH,SOFT CARPET COVERS THE FLOOR AND
THE WALLS    ARE TASTEFULLY PAINTED IN LI
GHT SHADES.  THERE IS A LARGE BED TO THE
LEFTHAND     SIDE.THE ONLY EXIT IS TO THE
 SOUTH"
  110 DATA "YOU ARE IN A DARKISH ROOM AN
D ALL AROUNDYOU ARE LARGE BANKS OF LEAD
ACID         BATTERIES.THERE IS A DISTINC
T SMELL OF   GREASE HERE.UP IS A ROPE AND
 OTHER EXITSLEAD EAST AND SOUTH."
  120 DATA "YOU'RE IN A SPARSE ROOM.AN E
XIT LEADS    EAST AND A RUBBISH CHUTE GOE
S DOWN       THROUGH THE FLOOR."
  130 DATA "YOU ARE STANDING ON ONE SIDE
 OF A CHASM TO THE SOUTH THAT CAN BE CRO
SSED ON AN   EXTENDING BRIDGE.A LARGE RED
 BUTTON      STICKS OUT FROM THE WALL."
  140 DATA "YOU ARE STANDING ON ONE SIDE
 OF A CHASM TO THE NORTH.AN EXTENDED BRI
DGE LEADS    NORTH.ANOTHER EXIT IS TO THE
 SOUTH."
  150 DATA "YOU ARE IN A RUBBISH COMPRES
SOR.RUBBISH LIES EVERYWHERE AND THERE IS
 A SMELL OF DECAYING ORGANIC MATTER.THE
COMPRESSOR   CONTINUES SOUTHWARDS.ABOVE I
S A CHUTE    WHICH IS OUT OF REACH."
  160 DATA "YOU ARE IN A RUBBISH COMPRES
SOR.A STEP   LADDER LEADS UPWARDS.THE COM
PRESSOR      CONTINUES NORTH."
  170 DATA "YOU ARE A T-JUNCTION OF PASS
AGES GOING   NORTH,EAST AND WEST."
  180 DATA "YOU'RE AT A DEAD END.THERE I
S A HATCH    IN THE WEST WALL.THE ONLY EX
IT IS EAST."
  190 DATA "YOU ARE IN A HEXAGONAL CORRI
DOR.THE      WALLS ARE HEAVILY CORRODED A
ND DIGESTIVEJUICES LIE IN POOLS ON THE F
LOOR.EXITS   LEAD EAST AND WEST."
  200 DATA "YOU ARE IN A CONTROL CENTRE.
THERE IS A   LARGE DOME OVERHEAD.A ENORMO
US LASER GUNIS AIMED AT A HOLE IN THE DO
ME TOWARDS   THE EARTH."
  210 DATA "YOU ARE IN A SMALL ROOM.A CO
MPUTER IS    PLUGGED IN ON THE WEST WALL.
AN EXIT      LEADS EAST."
  220 DATA "YOU ARE IN A SMALL ROOM.ALL
AROUND IS    DEBRIS.IT LOOKS AS IF THERE
HAS BEEN AN EXPLOSION.AN EXIT LEADS EAST
."
  230 DATA "YOU ARE IN A DARKISH ROOM AN
D ALL AROUNDYOU IS THE REMAINS OF LEAD A
CID          BATTERIES.THERE IS A DISTINC
T SMELL OF   GREASE HERE.UP IS A ROPE AND
 OTHER EXITSLEAD EAST AND SOUTH."
  240 RESTORE 250:FORN=&C00 TO &C12:READ
 A:?N=A:NEXT
  250 DATA &A0.&00.&B9.&00.&0A.&49.&1B.&
C9.&16.&F0.&07.&20.&E3.&FF.&C8.&4C.&02.&
0C.&60
  260 DIM O(23).O$(23):PROCobj:MODE7:I%=
2:R%=1:DIM D(6.24):B%=0:T%=0:PROCroomdat
a:GOSUB1050
  270 REPEAT:INPUT":"IN$:UNTIL LEN(IN$)>
0
  280 N$="":V$=""
  290 V$=LEFT$(IN$.4)
  300 L=3:REPEAT:L=L+1:UNTIL L>LEN(IN$)
OR ASC(MID$(IN$.L.1))=32
  310 REPEAT:L=L+1:UNTIL L>LEN(IN$) OR A
SC(MID$(IN$.L.1))<>32
  320 N$=MID$(IN$.L.4)
  330 P=INSTR(V$." ")
  340 IF P<>0 V$=LEFT$(V$.P-1)
  350 P=INSTR(N$." ")
  360 IF P<>0 N$=LEFT$(N$.P-1)
  370 GOTO1880
  380
  390 D%=V
  400 IF D(D%.R%)=0 PRINT"YOU CAN'T GO T
HAT WAY":RETURN
  410 IF D(D%.R%)>34 GOTO1690
  420 IF B%=1 B%=0
  430 R%=D(D%.R%):GOSUB 1050:RETURN
  440 IF N>14 PRINT"YOU CAN'T PICK THAT
UP":RETURN
  450 IF O(N)<>R% PRINT"I DON'T SEE THAT
 HERE":RETURN
  460 IF I%>=5 PRINT"YOU'RE CARRYING TOO
 MUCH":RETURN
  470 IF N=8 AND R%=16 PRINT"IT'S WEDGED
 TIGHT":RETURN
  480 IF N=4 AND LEN(O$(4))=34 PRINT"IT'
S TIED":RETURN
  490 IFR%=5 AND O(8)<>-1 OR R%=5 AND O$
(8)="ZU:NUWRO:OTIXS" PRINT"IT'S TOO DARK
 TO SEE":RETURN
  500 IF N=5 AND LEN(O$(5))<>11 AND O(6)
<>-1 PROCd("BTN:XZU<O:I^ZXS:RO"):RETURN
  510 IF N=5 AND LEN(O$(5))<>11 AND O(6)
=-1 PROCd("BTN:STTP:RO:TNO:LROS:BTNI:LRI
^"):O(5)=-1:I%=I%+1:O$(5)="Z:YWZXP:YTC":
PRINT"OK":RETURN
  520 O(N)=-1:I%=I%+1:PRINT"OK":RETURN
  530 IF N>15 PRINT"I NEVER LET YOU PICK
 THAT UP":RETURN
  540 IF O(N)<>-1 PRINT"YOU'RE NOT CARRY
ING IT":RETURN
  550 IF N=11 AND R%=13 AND O(22)=99 PRO
Cd("OS^:_ITR_:Y^^KH:=:OS^:KI^HH^H:OS^:YN
OOTUZ:HXZUU^I:XTV^H:TU:=:OS^U:I^OIZXOH5O
S^::YIR_\^:RH:^CO^U_^_"):I%=I%-1:O(11)=1
3:O(22)=13:D(2.13)=14:RETURN
  560 I%=I%-1:O(N)=R%:PRINT"OK":RETURN
  570 PRINT"YOU ARE CARRYING:":IF I%=0 P
RINT"NOT A LOT"':RETURN
  580 FOR loop=1 TO 14
  590    IF O(loop)=-1 PROCd(O$(loop))
  600    NEXT
  610 PRINT:RETURN
  620 IF R%<>11 OR N<>32 PRINT"DON'T BE
A VANDAL":RETURN
  630 IF O(10)<>-1 PRINT"WHAT WITH?":RET
URN
  640 PROCd("BTN:HVZHS:NK:OS^:YZOO^IR^H:
LROS:OS^:::::ZU_ITR_:W^\"):R%=23:D(1.13)
=23:D(6.10)=23:D(3.12)=23
  650 RETURN
  660 IF N<>20 OR R%<>19 PRINT"DON'T BE
NASTY":RETURN
  670 IF O(21)=19 PRINT"I CAN ONLY KILL
HIM ONCE":RETURN
  680 PRINT"LOVE TO BUT HOW?":RETURN
  690 IF N<>25 GOTO440
  700 B%=1:PRINT"OK":RETURN
  710 IF N=0 PRINT"SAY WHAT?":RETURN
  720 PRINT"OK":PRINTMID$(IN$.L.255)
  730 IF R%<>3 OR D(4.3)=4 RETURN
  740 PROCd("OS^:_TTI:RH:MTRX^:TK^IZO^_:
ZU_:RO:HWR_^HTK^U")
  750 O(15)=3:D(4.3)=4
  760 PRINT:RETURN
  770 IF O(8)<>-1 PRINT"YOU'RE NOT CARRY
ING IT":RETURN
  780 IF T%=1 PRINT"IT DOESN'T WORK":RET
URN
  790 O$(8)="Z:WRO:OTIXS"
  800 PRINT"OK":RETURN
  810 IF O(8)<>-1 PRINT"YOU'RE NOT CARRY
ING IT":RETURN
  820 IF LEN(O$(8))<>11 PRINT"IT'S NOT O
N":RETURN
  830 O$(8)="ZU:NUWRO:OTIXS":PRINT"OK":R
ETURN
  840 IF O(3)<>-1 PROCd("BTN:SZM^:UT:VZO
XS^H"):RETURN
  850 IF N=8 AND O(8)=-1 PROCd("OS^:OTIX
S:KWZHORX:ZWW:V^WOH"):RETURN
  860 IF N=3 AND R%<>5 PRINT"OK":RETURN
  870 IF N<>3 PRINT"YOU CAN'T LIGHT THAT
":RETURN
  880 PROCd("OS^:VZOXS:]WZI^H:NK:ZU_:HN_
_^UWB:Z:]RI^:YZWW:^CKWT_^H5OS^I^:VNHO:SZ
M^:Y^^U::::::^CKWTHRM^:\ZH^H:ZITNU_"):GO
TO1810
  890 INPUT"NAME OF FILE".F$
  900 O=OPENUP(F$):INPUT#O.R%.O$(4).O$(8
).O$(9).O$(5).I%
  910 FOR loop=1 TO 23:INPUT#O.O(loop):N
EXT
  920 INPUT#O.D(4.3).D(1.4).D(6.10).D(2.
15).D(2.13).D(4.14).D(3.19).D(3.12).D(4.
8)
  930 CLOSE#0:PRINT"OK":GOTO1050
  940 INPUT"NAME OF FILE".F$
  950 O=OPENOUT(F$):PRINT#O.R%.O$(4).O$(
8).O$(9).O$(5).I%
  960 FOR loop=1 TO 23:PRINT#O.O(loop):N
EXT
  970 PRINT#O.D(4.3).D(1.4).D(6.10).D(2.
15).D(2.13).D(4.14).D(3.19).D(3.12).D(4.
8)
  980 CLOSE#0:PRINT"OK":GOTO 1050
  990 IF N=23 AND R%=3 PROCd("OS^:_TTI:S
ZH:UT:MRHRYW^:V^ZUH:T]:Y^RU\::TK^U^_"):R
ETURN
 1000 IF N<>19 OR R%<>18 PRINT"YOU CAN'T
 DO THAT":RETURN
 1010 IF O(13)<>-1 PROCd("BTN:U^^_:HTV^O
SRU\:OT:TK^U:RO:LROS"):RETURN
 1020 IF O$(9)<>"ZU:^VKOB:YTOOW^" PROCd(
"BTN:ZI^U<O:HOITU\:^UTN\S"):RETURN
 1030 IF O(23)=18 PRINT"IT'S ALREADY OPE
N":RETURN
 1040 O(23)=18:PRINT"OK":RETURN
 1050 RESTORE (R%*10):IF R%=5 AND O$(8)=
"ZU:NUWRO:OTIXS" OR R%>10 AND O$(8)="ZU:
NUWRO:OTIXS" PRINT"IT'S TOO DARK TO SEE"
:RETURN
 1060 READ R$:PRINTR$
 1070 FORN=1 TO 23:IF O(N)<>R% GOTO1080
ELSE IF N<15 PRINT"HERE THERE IS "::PROC
d(O$(N)) ELSE PROCd(O$(N))
 1080   NEXT
 1090 RETURN
 1100 IF R%<>20 PRINT"YOU HAVE TO SOLVE
THIS ADVENTURE":RETURN
 1110 IF O(2)<>20 OR D(6,10)=11 OR D(4.1
4)=21 PRINT"IT'S BEING JAMMED":RETURN
 1120 PROCend
 1130 PROCd("OSRH;RH:UT;ORV^:OT:HW^^K5BT
N<M^:\T:OT:::HZM^:OS^:^ZIOS"):RETURN
 1140 IF N<>4 PRINT"YOU CAN'T TIE THAT":
RETURN
 1150 IF O(4)<>-1 PRINT"YOU'RE NOT CARRY
ING IT":RETURN
 1160 IF R%<>10 OR O(19)<>10 PRINT"NO PO
INT IN DOING THAT HERE":RETURN
 1170 PRINT"OK":D(6,10)=11:O$(4)="Z;W^U\
OS:T];ITK^:SZU\RU\:_TLULZI_H":O(4)=10:I%
=I%-1:RETURN
 1180 PRINT"YOU CAN'T DO THAT":RETURN
 1190 IF N=0 PRINT"FIRE! WHERE?":RETURN
 1200 IF N<>14 PRINT"YOU CAN'T FIRE THAT
":RETURN
 1210 IF O(N)<>-1 PRINT"YOU DON'T HAVE I
T":RETURN
 1220 IF R%<>19 PRINT"DON'T BE VIOLENT":
RETURN
 1230 IF O(21)=21 PRINT"AT WHAT?":RETURN
 1240 PROCd("OS^;KSTOTU;IZB;SROH;OS^;KWZ
UO;ZU_:OS^I^;RH;ZU;^CKWTHRTU;T];KWZUO;]W
^HS")
 1250 O(20)=99:O(21)=19:D(3.19)=20:RETUR
N
 1260 IF N<>21 OR R%<>13 PRINT"YOU CAN'T
 PRESS THAT":RETURN
 1270 PROCd("Z:HXZUU^I;ZXORMZO^H5Z;_RZW:
]WZHS^H:OS^::LZIURU\;<SNVZU<5HN__^UWB;Z:
\ITNK:T]:::::ITYTOH;ZKK^ZI;ZO;OS^:TOS^I;
HR];OS^::XSZHV")
 1280 TIME=0:REPEATUNTIL TIME>60
 1290 PROCd("OS^B;TK^U;]RI^"):GOTO1810
 1300 IF N=0 PRINT"I don't understand":R
ETURN
 1310 IF R%<>4 AND R%<>15 GOTO530
 1320 IF O(N)<>-1 GOTO530
 1330 IF R%=15 AND N=7 PROCd("OS^:IT_:]W
R^H:HTNOSLZI_H:ZU_:Y^XTV^H::::L^_\^_:Y^O
L^^U:OS^:LZWWH"):D(2.15)=16:O(7)=98:I%=I
%-1:RETURN
 1340 IF R%=15 AND D(1.6)=7 GOTO530
 1350 IF N<>12 PROCd("Z;XZV^IZ;HWR_H;TNO
:ZU_:OIZXPH;OS^:TYQ^XOZ;WZH^I:\NU;WTXPH;
TUOT;RO;ZU_:]RI^H"):I%=I%-1:O(N)=99:RETU
RN
 1360 PROCd("Z:MR_^T:XZV^IZ;HWR_^H:TNO:Z
U_:Z:WZH^I:::\NU;WTXPH;TUOT;OS^:V^OZW;ZU
_:]RI^H5OS^::IZB;RH;_^]W^XO^_:T]];OS^:V^
OZW:ZU_:RO:::SROH;OS^:XZV^IZ")
 1370 O(12)=4:O(16)=4:I%=I%-1:D(1.4)=6:R
ETURN
 1380 IF R%=3 AND N=23 PROCd("OS^:_TTI;V
NHO:TK^U:TU;Z:X^IOZRU;ZXORTU"):RETURN
 1390 IF R%=7 AND N=26 AND O(6)=99 PROCd
("BTN:H^^:Z:HOR]]:KR^X^:T];LRI^;RUHR_^")
:O(6)=7:RETURN
 1400 IF R%=9 AND N=18 AND O(8)=99 PROCd
("BTN:]RU_:Z:OTIXS5HTV^TU^;VNHO;SZM^;Y^^
U:I^Z_RU\:NU_^I;OS^;HS^^OH"):O(8)=R%:RET
URN
 1410 IF N=34 AND R%=10 PRINT"IT LOOKS V
ERY LUXURIOUS":RETURN
 1420 IF N=30 AND R%=15 AND O(11)=99 PRO
Cd("BTN;H^^;Z;HVZWW;_ITR_"):O(11)=R%:RET
URN
 1430 IF N=17 AND R%=18 AND O(23)=18 PRO
Cd("BTN:]RU_:Z:YWZHO^I"):O(14)=18:RETURN
 1440 PRINT"YOU SEE NOTHING SPECIAL":RET
URN
 1450 IF R%=3 AND D(4.3)=0 PROCd("BTN:_T
U<O:U^^_;S^WK;OT;TK^U;Z:_TTI:_T:::BTN$")
:RETURN
 1460 IF R%=19 AND O(21)=19 PRINT"KILL I
T":RETURN
 1470 PRINT"YOU'RE ON YOU OWN HERE":RETU
RN
 1480 IF R%<>10 AND R%<>21 PRINT"YOU CAN
'T DO THAT":RETURN
 1490 IF R%=10 AND D(6,10)<>0 PRINT"YOU'
VE ALREADY DONE THAT":RETURN
 1500 IF R%=10 PROCd("BTN;IRK;NK;OS^;XZI
K^O:OT:I^M^ZW;Z;\ZKRU\STW^"):D(6,10)=41:
O(19)=R%:RETURN
 1510 PROCd(" BTN;KNWW;OS^:XTVKNO^I:ZU_;
RO:NUKWN\H5:::OS^I^;RH;Z;VZHHRM^;^CKWTHR
TU"):R%=22:D(4.14)=22:GOTO1050
 1520 S%=0
 1530 IF D(4.3)=4 S%=100
 1540 IF D(1.4)=6 S%=S%+100
 1550 IF D(6.10)<>0 S%=S%+100
 1560 IF D(2.15)=16 S%=S%+100
 1570 IF D(4.14)=22 S%=S%+100
 1580 IF D(3.19)=20 S%=S%+100
 1590 IF D(2.13)=23 S%=S%+100
 1600 PRINT"YOU SCORE ";S%;" OUT OF 800"
:RETURN
 1610 IF N<>36 PRINT"YOU CAN'T DRINK THA
T":RETURN
 1620 IF O(9)<>-1 PRINT"YOU'RE NOT CARRY
ING IT":RETURN
 1630 IFO$(9)="ZU;^VKOB;YTOOW^" PRINT"YO
U ALREADY HAVE":RETURN
 1640 PRINT"DELICIOUS":O$(9)="ZU;^VKOB;Y
TOOW^":RETURN
 1650 IF N<>2 PRINT"EH??":RETURN
 1660 IF O(2)<>-1 PRINT"YOU'RE NOT CARRY
ING IT":RETURN
 1670 IF R%<>20 PROCd("BTN<M^:\TO;OT;ZOO
ZXS:RO:OT;OS^:WZH^I"):RETURN
 1680 PROCd("TP:BTN;ZOOZXS:RO;OT;OS^;WZH
^I"):I%=I%-1:O(2)=20:D(4,20)=42:RETURN
 1690 S%=D(D%.R%)-34
 1700 ON S% GOTO1710.1720.1730.1750.1760
.1770.1780.1790.1800
 1710 IF B%=1 AND V=1 AND R%=1 R%=2:GOTO
 1050 ELSE IF B%=1 AND V=2 AND R%=3 R%=2
:GOTO1050 ELSE PROCd("OS^I^;RH;UT;ZRI;RU
;Z:MZXNNV:ONY^:ZU_:BTN_R^:]ITV:HN]]TXZOR
TU"):GOTO1810
 1720 PROCd("Z:MR_^T:XZV^IZ;WTXPH:TUOT;B
TN;ZU_;Z:::::WZH^I;XZUUTU;ZKK^ZIH;ZU_:]R
I^H:ZO;BTN"):GOTO1810
 1730 IF O(5)<>-1 PROCd("OS^;ZU_ITR_H;ON
IU:ZITNU_5OS^B:KNWW;TNO::OS^RI:YWZHO^IH;
```

```
ZU_:]RI^;ZO:BTN3UTO;M^IB;URX^;OSZO2"):GO
TO1810
 1740 PROCd("Z:WR\SO:TU:BTNI:YWZXP:YTC:]
WZHS^H:ZU_:::OS^;ZU_ITR_H;HOZIO;\TRU\:XI
ZAB:ZU_:OS^U:H^W]6_^HOINXO"):O(10)=8:D(3
.8)=9:O(18)=8:O(17)=99:R%=9:GOTO1050
 1750 PROCd("BTN:LZWP;T]]:OS^:^_\^:T]:OS
^:XSZHV;ZU_::_R^"):GOTO1810
 1760 PROCd("OS^;LZWWH;T]:OS^:XTVKI^HHTI
:XWTH^;RU::::ZU_:BTN:ZI^;HWTLWB:XINHS^_:
Y^OL^^U:OS^::LZWWH"):GOTO1810
 1770 PROCd("BTN:OIRK:TM^I:Z:]^^W^I:T]:O
S^:KWZUO:ZU_:BTNI:YT_B:HOZIOH;OT:_RHHTWM
^:RU;OS^:::::_R\^HORM^:QNRX^H"):GOTO1810
 1780 PROCd("BTN:]ZWW:_TLU:OS^:STW^:ZU_:
YI^ZP:BTNI:::U^XP"):GOTO1810
 1790 PROCd("OS^:VRU^:^CKWT_^H:ZU_:BTN:S
ZM^:HZM^_:OS^^ZIOS:YNO:BTN:SZM^:_R^_:RU:
OS^:ZOO^VKO"):GOTO1810
 1800 IF O$(8)="Z:WRO:OTIXS" AND O(8)=-1
 PROCd("BTNI:OTIXS:\T^H:TNO"):T%=1:R%=13
:GOSUB810:GOTO1050 ELSE R%=13:GOTO1050
 1810 PRINT"OH DEAR YOU APPEAR TO HAVE D
IED"
 1820 PRINT"YOU REALLY MUST BE MORE CARE
FUL IN"
 1830 PRINT"FUTURE IF YOU WANT TO GET ON
 IN THIS    GAME"
 1840 ptr=1:GOSUB 1520
 1850 END
 1860 DEFPROCend
 1870 PRINT"WELL DONE.YOU HAVE SAVED THE
 EARTH AND  ARE AWARDED THE TRIPLE STAR.
YOUR SCORE  IS 800 OUT OF 800":END
 1880 RESTORE 2030
 1890 V=0:REPEAT
 1900    READ T$
 1910    V=V+1
 1920    UNTIL V$=T$ OR T$="*"
 1930 IF T$="*" PRINT"Verb not known!!":
GOTO270
 1940 IF N$="" N=0:GOTO2010 ELSE IF V=16
 OR V=17 GOTO2010
 1950 RESTORE 2040
 1960 N=0:REPEAT
 1970    READ T$
 1980    N=N+1
 1990    UNTIL N$=T$ OR T$="*"
 2000 IF T$="*" PRINT"Noun not known!!":
GOTO270
 2010 ON V GOSUB380.380.380.380.380.380.
440.440.530.570.570.620.620.660.690.710.
710.770.810.840.890.940.990.1300.1100.11
30.1140.1180.1190.1260.1260.1050.1380.14
50.1480.1480.1480.1520.1610.1650.620.620
 2020 GOTO270
 2030 DATAN.S.E.W.U.D.GET.TAKE.DROP.INVE
.INV.SMAS.BREA.KILL.HOLD.SAY.SHOU.ON.OFF
.LIGH.LOAD.SAVE.OPEN.THRO.TELE.SLEE.TIE.
UNTI.FIRE.PUSH.PRES.LOOK.EXAM.HELP.LIFT.
RIP.PULL.SCOR.DRIN.PRIM.KICK.HIT.*
 2040 DATABRAC.MINE.MATC.ROPE.BOX.WIRE.R
OD.TORC.BOTT.LEG.DROI.META.SCRE.BLAS.CAM
E.ANDR.HOLE.BED.HATC.PLAN.BUTT.BRID.DOOR
.OPEN.BREA.PANE.LASE.COMP.CHAS.RUBB.DOME
.BATT.ROBO.CARP.CHUT.JUIC.TABLE.AIRL
.*
 2050 END
 2060 DEFPROCd(D$)
 2070 $&A00=D$
 2080 CALL&C00
 2090 PRINT:ENDPROC
 2100 DEFPROCobj:RESTORE 2150
 2110 FORN=1 TO 23
 2120   READ O$(N).O(N)
 2130   NEXT
 2140 ENDPROC
 2150 DATA"Z:O^W^KTIO;YIZX^W^O".-1."Z:WR
VKRO:VRU^".-1."Z:YTC:T];VZOXS^H".4."Z:W^
U\OS:T]:UBWTU:ITK^".5
 2160 DATA"Z:HVZWW;YWZXP:YTC:NU_^I:::OS^
:LZWPLZB".6."Z:KR^X^:T]:HOR]]:LRI^".99."
Z:V^OZW:IT_".8."ZU:NUWRO:OTIXS".99
 2170 DATA"Z:YTOOW^:T]:QNRX^".9."ZU:ZU_I
TR_:W^\".99."Z:HVZWW:_ITR_".99."Z:HSRUB:
HS^^O:T]:V^OZW".1."Z:HXI^L_IRM^I".14."Z:
YWZHO^I".99
 2180 DATA"OS^:_TTI:RH:UTL:TK^U".99
 2190 DATA"Z:YWTLU6NK:MR_^T:XZV^IZ:SZU\H
:]ITV:OS^::LZWW".99
 2200 DATA"ITLH:T]:]ZX^W^HH;ZU_ITR_H:HRO
:ZO:OS^::::XTVKNO^IH".8
 2210 DATA"OS^:I^VZRUH:T]:ZU_ITR_H:XTM^I
:OS^:]WTTI".99
 2220 DATA"Z:\ZKRU\:STW^:W^Z_H:_TLULZI_H
".99
 2230 DATA"Z:WZI\^7V^UZXRU\:VZU6^ZORU\:K
WZUO:YZIH::BTNI:LZB".19
 2240 DATA"Z:WZI\^:VZU6^ZORU\:KWZUO:WR^H
:_^Z_:S^I^".99
 2250 DATA"OS^:YIR_\^:SZH:^CO^U_^_:HTNOS
LZI_H".99
 2260 DATA"OS^:SZOXS:SZH:Y^^U:TK^U^_:OT:
I^M^ZW:Z:::_ZIP:STW^".99
 2270
 2280 DEFPROCroomdata
 2290 RESTORE 2340
 2300 FORL=1 TO 23
 2310   READ R$:FORM=1 TO 6:D(M.L)=(ASC(
MID$(R$.M.1))-65):NEXTM
 2320   NEXTL




 2330 ENDPROC
 2340 DATAdAAAAA
 2350 DATADBAAAA
 2360 DATAAdAAAA
 2370 DATAeFDAAA
 2380 DATAEAAAAA
 2390 DATAHEAAAA
 2400 DATAKGIAAA
 2410 DATAAAfHAA
 2420 DATAAAAIAA
 2430 DATAAHAAAA
 2440 DATAAlMAKA
 2450 DATAAALAAP
 2460 DATALgAAAA
 2470 DATANRAVAA
 2480 DATAAhAAAA
 2490 DATAPAAAMA
 2500 DATAOATSAA
 2510 DATAAARAAA
 2520 DATAAA1RAA
 2530 DATAAAATAA
 2540 DATAAAOAAA
 2550 DATAAAOAAA
 2560 DATAANMAKA
```

CAR RACE

• ATARI 16K

Keep the revs up for some super race track action for one or two players.

The race circuit is seen from above and two car—blue and red—are ready at their starting positions. You must aim to break the track record or beat the other car past the finishing line.

The race begins when either joystick is moved. If you crash, your car is put back to the beginning of its current lap. Hitting the track boundary slows down the cars and crashing with other obstacles causes the car to explode.

• Nick Pearce

```
10 GRAPHICS 0:POKE 82,0:? "  CAR RACE"
20 ? " by Nick Pearce, (c) 1984":GOSUB 8000
200 GOSUB CARS:GOSUB INFO
360 FOR P=0 TO 1:POKE CRASH+P,0:NEXT P:POKE 19,0:POKE 20,0
399 REM *** LOOP
400 FOR P=0 TO 1
410 IF PEEK(CRASH+P) THEN 600
420 IF PEEK(LAPS+P)=RACELAPS THEN POP :GOTO 800
490 NEXT P
500 IF PEEK(CONSOL)=START THEN 200
550 GOSUB SHOW:IF TIME<6000 THEN 400
560 GOTO 200
599 REM CRASH
600 SOUND P,38,0,14:POKE PC+P,64
610 FOR I=0 TO 30:POKE PCOL+P,RND(0)*255:NEXT I:SOUND P,0,0,0
620 POKE PC+P,80:POKE PX+P,PX(P):POKE PY+P,PY(P)
640 POKE PCOL+P,PCOL(P):POKE PCOL+2+P,PCOL(P+2):POKE PC+P,0:POKE CRASH+P,0
690 GOTO 490
799 REM RACE OVER
800 FOR K=14 TO 2 STEP -1:SOUND 0,40,0,K:NEXT K:GOSUB SHOW
810 RACED=1:CHAMP$="BLUE":IF P THEN CHAMP$="RED"
820 FOR P=0 TO 1:POKE CRASH+P,1:SOUND P,0,0,0:NEXT P
825 FOR N=1 TO LEN(CHAMP$):CHAMP$(N,N)=CHR$(ASC(CHAMP$(N))+128):NEXT N
830 RTIME$=STR$(TIME):IF TIME<BEST THEN BEST=TIME
835 FOR N=1 TO LEN(RTIME$):RTIME$(N,N)=CHR$(ASC(RTIME$(N))+128):NEXT N
840 GOSUB DELAY:GOTO 200
999 REM *** SHOW
1000 TIME=INT((PEEK(19)*256+PEEK(20))/5)
1010 N$=STR$(TIME):M$="0000":M$(5-LEN(N$))=N$
1020 POSITION 28,22:FOR I=1 TO 4:? CHR$(ASC(M$(I))+224);:NEXT I
1040 N$=STR$(PEEK(LAPS)):M$="00":M$(3-LEN(N$))=N$
1050 POSITION 22,22:FOR I=1 TO 2:? CHR$(ASC(M$(I))+128);:NEXT I
1060 N$=STR$(PEEK(LAPS+1)):M$="00":M$(3-LEN(N$))=N$
1070 POSITION 36,22:FOR I=1 TO 2:? CHR$(ASC(M$(I))+128);:NEXT I
1090 RETURN
1999 REM *** CARS AT START
2000 FOR P=0 TO 1:SOUND P,0,0,0
2010 POKE PX+P,PX(P):POKE PY+P,PY(P):POKE PC+P,0
2020 POKE PCOL+P,PCOL(P):POKE PCOL+2+P,PCOL(P+2)
2030 POKE LAPS+P,0:POKE LINE+P,0:POKE COUNT+P,1:POKE CRASH+P,1
2050 NEXT P
2090 RETURN
2999 REM *** INFO DISPLAY
3000 J=0:SOUND 0,100,10,4:GOSUB DELAY:SOUND 0,0,0,0
3002 J=J+1:IF J=4 THEN J=1
```

```
3010 POSITION 0,22:? BLANK$;:POSITION 0,22
3020 IF J=1 THEN ? "      car race":GOTO 3050
3030 IF J<>2 THEN 3040
3032 ? "  race is ";:N$=STR$(RACELAPS):FOR N=1 TO LEN(N$):? CHR$(ASC(N$(N))+224)
;:NEXT N:? " laps":GOTO 3050
3040 ? " track record";CHR$(26);" ";:N$=STR$(BEST):FOR N=1 TO LEN(N$):? CHR$(ASC
(N$(N))+224);:NEXT N
3050 FOR I=1 TO 5:GOSUB DELAY:IF PEEK(CONSOL)=START THEN 3500
3060 POSITION 20,22:? BLANK$;:POSITION 20,22:? "    PRESS  START"
3080 IF PEEK(CONSOL)=START THEN 3500
3090 GOSUB DELAY:POSITION 20,22:? BLANK$;:POSITION 20,22
3110 IF  NOT RACED THEN ? "   PRESS  START":GOTO 3130
3120 ? "  ";CHAMP$;" WON IN ";RTIME$;
3130 IF PEEK(CONSOL)<>START THEN NEXT I:GOTO 3002
3500 POP :POKE 77,0
3510 POSITION 0,22:? " blue  ";CHR$(140);"time";CHR$(140);"  red";CHR$(140)
3520 POSITION 20,22:? BLANK$;:FOR P=0 TO 1:SOUND P,186,4,6:NEXT P
3600 POSITION 24,22:? "go! go! go!":GOSUB DELAY
3630 IF STICK(0)<>15 OR STICK(1)<>15 THEN 3700
3640 POSITION 24,22:? "go! go! go!":GOSUB DELAY
3680 IF STICK(0)=15 AND STICK(1)=15 THEN 3600
3700 POSITION 20,22:? BLANK$;
3800 POKE 77,0:FOR K=14 TO 2 STEP -1:SOUND 0,40,0,K:NEXT K
3900 RETURN
3990 REM *** DELAY
4000 FOR K=0 TO 50:NEXT K:RETURN
7999 REM *** INITIALIZE
8000 SETCOLOR 1,1,0:SETCOLOR 2,13,10:SETCOLOR 4,11,2
8100 CONSOL=53279:START=6:SDMCTL=559:POKE 752,1
8120 RACELAPS=10:BEST=6000:RACED=0
8140 SHOW=1000:CARS=2000:INFO=3000:DELAY=4000
8220 ? "You are presented with a birds-eye view"
8230 ? "of a motor racing circuit. A blue car"
8240 ? "and a red car are ready at their start-"
8250 ? "ing positions. The race is over ";RACELAPS;" laps"
8260 ? "of the track (in clockwise direction)."
8270 ? "Try to break the track record or beat"
8280 ? "the other car to the finishing line!!"
8290 ? "Use a joystick to drive your car (BLUE"
8300 ? "in jack 1 and RED in jack 2); press the"
8310 ? "trigger to go at full speed. The race"
8320 ? "begins when either stick is moved. The"
8330 ? "time is measured in tenths of seconds."
8340 ? "If you crash, your car is put back to"
8350 ? "the beginning of it's current lap."
8360 ? "To restart the race at any time, press"
8370 ? "the START key."
8390 ? "       PRESS START";
8400 IF PEEK(CONSOL)<>START THEN 8400
8500 FOR I=1 TO 2:POSITION 12,23:SOUND 0,100,10,8:? "wait 15 seconds";
8520 GOSUB DELAY:POSITION 12,23:SOUND 0,0,0,0:? "                   ";:GOSUB DELAY:N
EXT I
9000 RAMTOP=106:MYTOP=PEEK(RAMTOP)-12:POKE RAMTOP,MYTOP:MEM=MYTOP*256
9020 GRAPHICS 0:SETCOLOR 4,11,2:POKE SDMCTL,0:D=PEEK(560)+256*PEEK(561)
9040 POKE D+3,68:FOR I=D+6 TO D+26:POKE I,4:NEXT I:POKE D+27,6:POKE D+28,6
9100 CHIGH=206:COUNT=207:PCOL=704:PP=1536:PC=1544:PX=1548:PY=1552
9110 CRASH=1560:SKID=1562:LAPS=1564:LINE=1566
9120 PMBASE=54279:GRACTL=53277:GPRIOR=623:CHBAS=756
9150 DIM M$(6),N$(6),PX(1),PY(1),PCOL(3),CHAMP$(4),BLANK$(20),RTIME$(5)
9160 BLANK$="                         "
9200 DIM FILL$(17):FOR I=1 TO 17:READ J:FILL$(I)=CHR$(J):NEXT I
```

CONTINUED

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9210 DATA 104,104,104,133,208,160,0,132,207,104,104,145,207,200,208,251,96
9220 DIM COPY$(23):FOR I=1 TO 23:READ J:COPY$(I)=CHR$(J):NEXT I
9230 DATA 104,104,104,133,206,104,104,133,208,160,0,132,205,132,207,177,205,145,
207,200,208,249,96
9249 REM CHARSET
9250 FOR I=0 TO 3:K=USR(ADR(COPY$),224+I,MYTOP+I):NEXT I
9260 FOR I=24 TO 127:READ J:POKE MEM+I,J:NEXT I:POKE CHBAS,MYTOP
9270 DATA 85,85,85,85,85,85,85,85
9272 DATA 1,13,13,5,21,213,213,85
9274 DATA 85,87,87,84,80,112,112,64
9276 DATA 64,112,112,80,84,87,87,85
9278 DATA 85,213,213,21,5,13,13,1
9280 DATA 245,85,85,85,85,85,85,85
9282 DATA 85,85,85,85,85,85,85,95
9284 DATA 213,213,213,213,85,85,85,85
9286 DATA 85,85,85,85,87,87,87,87
9288 DATA 0,12,51,0,0,48,204,0
9290 DATA 101,101,101,101,101,101,101,101
9292 DATA 48,12,48,12,48,12,48,12
9294 DATA 0,0,255,0,255,0,255,0
9299 REM PMG
9300 FOR I=MYTOP+8 TO MYTOP+11:K=USR(ADR(FILL$),I,0):NEXT I
9310 K=USR(ADR(FILL$),6,0):POKE PMBASE,MYTOP+4:POKE GPRIOR,33
9340 FOR I=0 TO 3:POKE PP+I,MYTOP+8+I:NEXT I
9350 FOR I=1605 TO 1611:READ J:POKE I,J:NEXT I:DATA 32,48,16,0,48,32,16
9380 PCOL(0)=122:PCOL(1)=58:PCOL(2)=254:PCOL(3)=254
9390 PX(0)=158:PX(1)=166:PY(0)=54:PY(1)=54
9400 FOR I=0 TO 79:READ J:POKE MEM+1792+I,J:NEXT I:POKE CHIGH,MYTOP+7
9420 DATA 0,24,24,24,24,24,24,0
9424 DATA 0,36,36,0,0,36,36,0
9428 DATA 0,0,60,60,60,0,0,0
9430 DATA 0,36,36,0,0,36,36,0
9440 DATA 0,16,56,56,28,28,8,0
9450 DATA 16,16,0,36,36,0,8,8
9470 DATA 0,8,28,28,56,56,16,0
9480 DATA 8,8,0,36,36,0,16,16
9482 DATA 73,235,126,63,124,254,91,16
9484 DATA 33,132,16,66,8,34,64,16
9499 REM VBI
9500 FOR I=1700 TO 1709:READ J:POKE I,J:NEXT I:POKE 1702,MYTOP+4
9520 DATA 104,162,0,160,0,169,7,76,92,228
9550 FOR I=MEM+1024 TO MEM+1346:READ J:POKE I,J:NEXT I:K=USR(1700)
9600 DATA 216,162,1,189,24,6,208,66,214,207,208,62,188,132,2,200
9610 DATA 152,24,125,26,6,149,207,188,120,2,152,41,8,208,3,254
9620 DATA 12,6,152,41,4,208,3,222,12,6,152,41,2,208,6,254
9630 DATA 16,6,254,16,6,152,41,1,208,6,222,16,6,222,16,6
9640 DATA 192,15,240,6,185,64,6,157,8,6,138,168,200,200,24,189
9650 DATA 8,6,105,8,153,8,6,189,12,6,153,12,6,189,16,6
9660 DATA 153,16,6,202,16,157,162,1,189,24,6,208,55,138,10,168
9670 DATA 169,0,153,1,210,189,120,2,201,15,240,40,169,38,153,1
9680 DATA 210,189,26,6,240,5,169,6,153,1,210,189,120,2,74,133
9690 DATA 209,189,132,2,208,4,169,0,240,2,169,16,24,101,209,105
9700 DATA 36,153,0,210,202,16,193,162,1,160,0,189,4,208,41,2
9710 DATA 240,1,200,189,30,6,240,9,152,208,12,157,30,6,254,28
9720 DATA 6,152,240,3,157,30,6,169,0,157,26,6,189,4,208,41.
9730 DATA 8,208,7,189,12,208,41,3,240,7,169,1,157,24,6,208
9740 DATA 37,189,4,208,208,7,169,20,157,26,6,208,25,41,4,208
9750 DATA 18,138,168,200,200,185,4,208,41,4,208,7,185,12,208,41
9760 DATA 12,240,3,254,26,6,202,16,160,141,30,208,162,3,189,0
9770 DATA 6,133,204,189,4,6,133,203,169,0,160,255,200,145,203,192
9780 DATA 7,208,249,189,16,6,157,4,6,133,203,189,8,6,133,205
```

```
9790 DATA 177,205,145,203,136,16,249,189,12,6,157,0,208,202,16,206,76,98,228
9889 REM DRAW TRACK
9890 POSITION 0,0
9900 ? "$((((((((((((((((((((((((-((((((((((((((&"
9901 ? "*#######)))))))##########-##############+"
9902 ? "´###)))% ///// ´)))))))))-)######)))####+"
9903 ? ",´##& ..    ...  /// /// ///´))))%///´##+"
9904 ? "..´##& .. .......   .   .  ..////,  ..*#+"
9905 ? "...´##& .. $(((((((((((((((((((((((& ,*#+"
9906 ? ".. $##+ , $#########################&.*#+"
9907 ? ", $####%, $###)))))))))))###))))####+.*#+"
9908 ? " $####%, $####% /// /// ///´##&.. ´##+.*#+"
9909 ? "$####%, $####%    .  .  .  ´##&.. *#+.*#+"
9910 ? "*##%.. *##%       $(((& ..  ´##&, *#+.*#+"
9911 ? "*#+ .. *#+       $######& .. ´##& *#+.*#+"
9912 ? "*#+ .. *#+      $###)####& .. ´##&*#+.*#+"
9913 ? "*#+ .. *#+     $####% ´####&  ´#####%.*#+"
9914 ? "*#+ .. *#+ .. $####%   ´###(((((###+,.*#+"
9915 ? "*#+ .  *#+ . $####%    ´###########+,.*#+"
9916 ? "*#+   $##+.,$####%      ´))))))))))%,.*#+"
9917 ? "*#+  $####%.$####%                 .. *#+"
9918 ? "*##&$####%,.*####&     ............. $##+"
9919 ? "*######%,..*####(((((((((((((((((((((###+"
9920 ? "*#####% .. ´############################+"
9921 ? "´))))% .... ´)))))))))))))))))))))))))))%"
9950 POKE 708,0:POKE 709,236:POKE 710,152:POKE 711,174:POKE 712,178
9960 POKE SDMCTL,62:POKE GRACTL,2:POKE 752,1
9999 RETURN
```

SKYCAPERS

• AMSTRAD

The economic situation is dire. Failed businessmen are leaping out of the windows of high-rise buildings at an alarming rate.

And this does make the Inland Revenue very unhappy. Just think of all the lost taxes.

You have been recruited into the ranks of the taxmen in an effort to stop these businessmen avoid paying their dues.

You must position a trampoline below the falling executive and bounce him into the waiting arms of the taxman. Your wages will depend on how much money the taxman can collect. Allow too many businessmen to hit the floor and you'll be sacked.

• David Mclean

```
1 '****  SKYCAPERS  ****
2 '** BY DAVID MCLEAN **
3 '****      &      ****
4 '**  ALAN  GORTON  **
5 KEY 139,"mode 2:pen 3:paper 0:cls:list
"+CHR$(13):KEY 138,CHR$(140)
6 IF flag=0 THEN GOSUB 5000:flag=1
8 GOSUB 8000
9 ll%=0:IF i=1 THEN GOSUB 10000
10 MODE 1
15 screen%=1:doll%=100:poun%=200
20 lives%=3:man%=15:sc%=0
30 x%=INT(1+29*RND(1)):y%=6:dx%=1:dy%=1
50 GOSUB 6000
60 PEN 3
62 LOCATE man%,23:PRINT top$:PEN 0:LOCAT
E man%,24:PRINT bottom$
65 '**** Main Loop ****
70 GOSUB 1000
80 j=JOY(0):IF j=0 THEN FOR t=1 TO 43:NE
XT
85 IF j=4 AND man%-1>0 THEN GOSUB 2010
90 IF j=8 AND man%+1<29 THEN GOSUB 2040
100 IF scf%=1 THEN GOSUB 4500:scf%=0
110 IF ll%=1 THEN GOSUB 4000
998 GOTO 70
999 '**** Move Suicide Merchant ****
1000 IF z%<>1 THEN LOCATE x%,y%:PRINT CH
R$(32); ELSE z%=0
1010 x%=x%+dx%:IF x%=30 OR x%=1 THEN dx%
=-dx%:SOUND 1,200,15,5
1020 y%=y%+dy%:IF y%=6 THEN SOUND 1,200,
15,5:GOSUB 3000
1022 IF y%<>23 THEN 1030
1025 IF y%=23  AND x%<>man%+1 AND x%<>ma
n%+2 THEN ll%=1 ELSE dy%=-dy%:SOUND 1,20
0,15,5
1030 FOR t=1 TO screen%:IF y%=cloudy(t)
```

29 CONTINUED

```
AND x%>=cloudx(t) AND  x%<cloudx(t)+3 TH
EN dy%=-dy%:z%=1:SOUND 1,200,15,5
1035 NEXT
1037 IF z%=1 THEN GOTO 1060
1040 LOCATE x%,y%
1050 PRINT CHR$(INT(193+4*RND(1)))
1060 b=b+1:IF b=3 THEN GOSUB 1500:b=0
1499 RETURN
1500 '**** Move Bailiff ****
1510 bailiff=bailiff+1:IF bailiff=30 THE
N LOCATE bailiff,6:PRINT CHR$(32);CHR$(3
2);CHR$(11);CHR$(8);CHR$(32):bailiff=1
1520 LOCATE bailiff,6:PRINT bailiff$
1530 PEN 3:LOCATE bailiff+2,6:PRINT head
$
1540 PEN 0
1550 poun%=poun%-1:PEN 2:LOCATE 2,3:PRIN
T"#";poun%:SOUND 2,1,5,15
1560 IF poun%<1 THEN GOTO 4000
1570 PEN 0:b=0
1599 RETURN
2000 '**** Move Stretcher Team ****
2010 LOCATE man%,23:PRINT CHR$(32);CHR$(
9);CHR$(9);CHR$(32);CHR$(10);CHR$(8);CHR
$(32):man%=man%-1
2020 LOCATE man%,23:PEN 3:PRINT top$

2030 LOCATE man%,24:PEN 0:PRINT bottom$
2035 RETURN
2040 LOCATE man%,23:PRINT CHR$(32);CHR$(
8);CHR$(10);CHR$(32);CHR$(11);CHR$(9);CH
R$(9);CHR$(32):man%=man%+1
2060 LOCATE man%,23:PEN 3:PRINT top$
2070 LOCATE man%,24:PEN 0:PRINT bottom$

2999 RETURN
3000 '**** Collisions? ****
3010 IF x%>=bailiff AND x%<bailiff+3 THE
N scf%=1:SOUND 2,16,20,15,1,10
3020 dy%=-dy%
3999 RETURN
4000 '**** Lose A Life ****
4010 lives%=lives%-1:IF lives%<1 THEN GO
TO 9000
4015 PEN 2:LOCATE 18,2:PRINT"MEN";lives%

4020 PEN 2:LOCATE 15,12:PRINT"AAARGH !":
SOUND 1,1500,15,15,5,5,12
4030 FOR t=1 TO 400:NEXT
4100 ll%=0:poun%=200:man%=15
4110 GOTO 30
4500 '**** Score ****
4505 sc%=sc%+poun%
4510 PEN 3
4520 LOCATE 2,2:PRINT"1UP ";sc%
4530 doll%=100:poun%=200
4535 PEN 2:LOCATE 2,3:PRINT"#";poun%:LOC
ATE 30,3:PRINT"$";doll%
4540 screen%=screen%+1
4590 RETURN
5000 '**** Characters ****
5010 SYMBOL AFTER 139
5020 SYMBOL 193,2,5,10,140,80,36,216,192
5030 SYMBOL 194,192,220,32,80,142,144,24

5040 SYMBOL 195,130,68,36,28,42,75,83,0
5050 SYMBOL 196,6,230,24,23,48,72,140,0
5060 SYMBOL 140,238,0,187,0,238,0,187,0
5070 SYMBOL 197,63,127,127,255,255,127,6
3,14
5080 SYMBOL 198,12,190,191,223,255,255,2
51,112
5090 SYMBOL 199,56,124,126,254,252,248,1
12
5095 SYMBOL 207,0,0,0,0,60,126,126,255

5100 SYMBOL 200,62,88,170,95,182,120,60,
24
5120 SYMBOL 202,60,94,33,221,247,15,126,
60
5125 SYMBOL 203,126,118,247,251,60,118,1
02,119
5130 SYMBOL 204,0,0,0,255,127,128,0,0
5140 SYMBOL 205,126,110,239,223,60,110,1
02,238
5145 SYMBOL 206,0,0,0,255,254,1,0,0
5150 SYMBOL 208,62,88,170,95,178,110,56,
128
5160 SYMBOL 209,252,42,21,255,255,143,4,
7
5170 '**** Set character strings ****
5180 bottom$=CHR$(203)+CHR$(9)+CHR$(9)+C
HR$(205)
5190 top$=CHR$(200)+CHR$(10)+CHR$(204)+C
HR$(206)+CHR$(11)+CHR$(202)
5200 cloud$=CHR$(197)+CHR$(198)+CHR$(199
)
5210 bailiff$=CHR$(32)+CHR$(209)+CHR$(11
)+CHR$(8)+CHR$(32)+CHR$(207)
5220 head$=CHR$(208)
5999 RETURN
6000 '**** Set Screen Up ****
6020 BORDER 11:PAPER 1:CLS
6030 a$(1)="     "
6040 a$(2)=""
6045 PEN 2:PAPER 0
6050 FOR t=5 TO 25:LOCATE 32,t:PRINT a$(
1);:NEXT
6060 FOR t=5 TO 25 STEP 4:LOCATE 32,t:PR
INT a$(2);:NEXT
6070 PLOT 1,340,0:DRAW 636,340,0:DRAW 63
6,399,0:DRAW 1,399,0:DRAW 1,340,0
6080 PAPER 1:LOCATE 2,2:PEN 3:PRINT"1UP"
;sc%:LOCATE 30,2:PRINT"HI";hi%:PEN 2:LOC
ATE 2,3:PRINT"#";poun%:LOCATE 30,3:PRINT
"$";doll%  :LOCATE 18,2:PRINT"MEN";lives
%
6090 PEN 3:FOR t=1 TO screen%:cloudx(t)=
INT(1+26*RND(1)):cloudy(t)=INT(8+5*RND(0
)):LOCATE cloudx(t),cloudy(t):PRINT clou
d$:NEXT
6999 RETURN
8000 '**** Title Screen ****
8005 INK 1,11:INK 2,6:INK 0,0:INK 3,26:M
ODE 1:PAPER 1:CLS
8010 t$="S Y A E S":b$=" K C P R ":yc=2
8020 IF yc=1 THEN yc=2:cy=1 ELSE yc=1:cy
=2
8030 PEN 0:LOCATE 4,7:PRINT"The Cast":PE
N 2:LOCATE 4,8:PRINT"--- ----"
8040 PEN 3:LOCATE 4,10:PRINT top$:PEN 0:
LOCATE 4,11:PRINT bottom$;"   ..... Fred
 & Bill"
8050 LOCATE 5,13:PRINT bailiff$:PEN 3:LO
CATE 7,13:PRINT head$;:PEN 0:PRINT"    ..
... Super Bailiff"
8060 LOCATE 6,15:PRINT CHR$(196);"     ..
... The Debtter"
8070 PEN 3:LOCATE 5,17:PRINT cloud$;:PEN
 0:PRINT"   ..... The Cloud"
8080 PEN 2:LOCATE 10,20:PRINT"Press i fo
r instructions":LOCATE 10,22:PRINT"Press
 any key to Play"
8085 PEN 3:LOCATE 16,yc:PRINT t$:PEN 0:L
```

```
OCATE 16,cy:PRINT b$
8090 c$=INKEY$:IF c$="" THEN 8020
8100 IF c$="i" OR c$="I" THEN i=1
8999 RETURN
9000 '**** Game over ****
9010 a$="GAME OVER"
9020 PEN 2:LOCATE 18,2:PRINT"MEN";lives%
9035 PEN 0
9040 IF sc%>hi% THEN hi%=sc%
9050 FOR t=1 TO 9:l$=MID$(a$,t,1):LOCATE
 t+14,12:PRINT l$;:FOR s=1 TO 200:NEXT
9060 NEXT
9999 GOTO 8
10000 'Instructions
10010 MODE 1:PEN 0:PAPER 1:CLS:LOCATE 14
,1:PRINT"Instructions"
10020 LOCATE 14,2:PRINT"------------"
10030 PRINT:PRINT"Once upon a time in th
e city of London acertain female Politic
ian who will       remain unamed, became
Prime Minister of jolly old England.
10040 PRINT"Suddenly jolly old England b
ecame not sojolly as the # went down aga
inst the $.
10050 PRINT"As this happened the people
of England  became bankrupt and started
commiting   suicide."
10060 PRINT:PRINT"You guide Fred & Bill
the tax collectorsleft & right with your
 joystick  to try to bounce the people u
p to SUPER BAILIFFat the top of the scre
en."
10070 PRINT"If you do this you get the t
ax the      person owes you if you don't
 before the #  reaches 0 then you lose a
 life."
10080 PRINT:PRINT:PRINT:PRINT"          Pr
ess a key to start"
10090 c$=INKEY$:IF c$="" THEN 10090
10100 RETURN
```

LOW LEVEL

• CBM 64

Test your flying skills as you fly close to the ground to avoid enemy radar, miss buildings and dodge the hostile planes the they swoop down from the sky.

You don't have any weapons system but you do have large fuel reserves. But are you to up to facing this ordeal?

Words inside quare brackets are converted Commodore graphic symbols. For instance [CLEAR] means press SHIFT and CLR/HOME key.

The ^ symbol, which appears in a number of lines, is the up-arrow ↑ (just to the left of the restore key).

• Ian Brown

```
10 POKE18025,0:POKE18026,1:POKE18020,0
12 REM ** ENABLE ALL 8 SPRITES **
13 V=53248:POKEV+21,255
15 REM ** SET ALL SPRITES TO MULTICOLOUR MODE **
16 POKEV+28,255
17 REM ** COLOUR ALL SPRITES **
18 POKEV+37,0:REM MULTICOLOUR 1
19 POKEV+38,12:REM MULTICOLOUR 2
20 POKEV+39,15:POKEV+46,15:POKEV+45,15:REM COLOUR SPRITES 0,6,7 LIGHT GREY
21 POKE53280,6:POKE53281,6:REM *** BACKGROUND AND BORDER BLUE ***
22 PRINT"[CLEAR][WHITE]LOW LEVEL WAS WRITTEN BY IAN BROWN."
23 PRINT"GRAPHICS BEING DEFINED AND MACHINE CODE BEING ENTERED.[RIGHT]PLEASE WAI
T..."
24 REM ** DISABLE I/O AND KEYBOARD SCAN **
26 POKE56334,PEEK(56334)AND254:POKE1,PEEK(1)AND251
28 REM ** COPY FIRST 63 CHARACTERS FROM ROM **
30 FORI=0TO63:FORJ=0TO7:POKE12288+I*8+J,PEEK(53248+I*8+J):NEXTJ:NEXTI
32 REM ** ENABLE I/O AND KEYBOARD SCAN **
34 POKE1,PEEK(1)OR4:POKE56334,PEEK(56334)OR1
36 REM ** COPY IN PROGRAMMABLE CHARACTERS FROM DATA STATEMENTS **
38 FORI=1TO13:READCHAR:FORJ=0TO7:READNO:POKE12288+CHAR*8+J,NO:NEXTJ:NEXTI
39 REM ** CLEAR MEMORY FOR THE SPRITES **
40 FORX=0TO129:POKE832+X,0:NEXTX
41 REM ** COPY IN PLANE CONTROLLED BY PLAYER FROM DATA STATEMENTS **
42 FORX=0TO34:READQ:POKE832+X,Q:NEXTX
43 REM ** COPY IN ENEMY PLANE FROM DATA **
44 FORX=0TO34:READQ:POKE896+X,Q:NEXTX
59 REM *** SET CHAR MEMORY POINTER TO MEM. 12288 ***
```

CONTINUED

```
60 POKE53272,(PEEK(53272)AND240)+12
69 REM *** ENABLE MULTICOLOUR MODE PROG. CHARS. ***
70 POKE53270,PEEK(53270)OR16
71 POKE53282,11:REM MULTICOLOUR 1
72 POKE53283,0: REM MULTICOLOUR 2
79 REM ** POKE DATA FOR M/C SCROLLING ROUTINE INTO MEMORY **
80 FORX=0TO97:READQ:POKE16384+X,Q:NEXTX
84 REM ** POKE DATA FOR M/C ROUTINE MOVING ENEMY PLANE 1 INTO MEMORY **
85 FORX=0TO49:READQ:POKE16500+X,Q:NEXTX
89 REM ** POKE DATA FOR M/C ROUTINE MOVING ENEMY PLANE 2 INTO MEMORY **
90 FORX=0TO89:READQ:POKE16600+X,Q:NEXTX
94 REM ** POKE IN M/C ROUTINE MOVING ENEMY PLANES 3 AND 4 INTO MEMORY **
95 FORX=0TO89:Q=PEEK(16600+X):P=Q:IFQ=4THEN100
96 IFQ=5THEN102
97 IFQ=90THEN104
99 POKE16700+X,Q:POKE16800+X,P:NEXTX:GOTO107
100 IFPEEK(16601+X)=208THENQ=6:P=8
101 GOTO99
102 IFPEEK(16601+X)=208THENQ=7:P=9
103 GOTO99
104 IFPEEK(16601+X)=70THENQ=91:P=92
105 GOTO99
107 POKE16714,8:POKE16716,8:POKE16723,247:POKE16739,8:POKE16744,140
108 POKE16814,16:POKE16816,16:POKE16823,239:POKE16839,16:POKE16844,180
109 REM ** POKE IN M/C ROUTINE MOVING ENEMY PLANE 5 INTO MEMORY **
110 FORX=0TO49:Q=PEEK(16500+X):IFQ=2THEN113
111 IFQ=3THEN115
112 POKE16900+X,Q:NEXTX:GOTO118
113 IFPEEK(16501+X)=208THENQ=10
114 GOTO112

115 IFPEEK(16501+X)=208THENQ=11
116 GOTO112
118 POKE16914,32
119 POKE16916,32
120 POKE16923,223
121 POKE16939,32
122 POKE16944,155
124 REM ** POKE IN M/C CONTROL ROUTINE FROM DATA **
125 FORX=0TO36:READQ:POKE17000+X,Q:NEXTX
127 REM ** POKE IN M/C ROUTINE MOVEING PLANE CONTROLLED BY PLAYER FROM DATA **
128 FORX=0TO93:READQ:POKE17100+X,Q:NEXTX
129 REM ** POKE IN M/C ROUTINE CHECKING FOR COLLISIONS FROM DATA **
130 FORX=0TO27:READQ:POKE17200+X,Q:NEXTX
132 REM ** POKE IN M/C ROUTINE MAKING PLANE ENGINE SOUND EFFECT **
133 FORX=0TO37:READQ:POKE17300+X,Q:NEXTX
138 GOTO747
173 REM *** SET UP BACKGROUND ***
174 PRINT"[CLEAR][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][DOWN][c
4]          @[[\                    "
175 PRINT"[c 4] @[[\ @[[\ ]^^^          @[[\      @[[\"
176 PRINT"[c 8] ]^^^ ]^^^ ]^^^   $&' $&'  ]^^^ $&' ]^^^"
177 PRINT"[c 6] ]^^^ ]^^^ ]^^^    #   #   ]^^^  #  ]^^^"
178 PRINT"[c 6])_!!!)_!!!)_!!!)))()))()))_!!!))())_!!!) "
179 PRINT"[DOWN]"
180 PRINT"[CYAN]  )    ))) )    ) [GREEN]  )    ))) )    ) ))) )"
181 PRINT"[CYAN]  )    ) ) )    ) [GREEN]  )    )    )    ) )   )"
182 PRINT"[CYAN]  )    ) ) ) ) ) [GREEN]  )    ))    ) )  ))   )"
183 PRINT"[CYAN]  )    ) ) )) )) [GREEN]  )    )     ) )  )    )"
184 PRINT"[CYAN]  ))) ))) )    ) [GREEN]  ))) )))    )    ))) )))[UP][UP][UP][UP][U
P][UP][WHITE]"
185 REM ** COLOUR 4 CHARACTER SPACES AT THE RIGHT OF THE SCREEN **
186 POKE55855,15:POKE55815,15:POKE55775,11:POKE55735,11
187 REM ** CONTROL VERTICAL STARTING DIRECTION OF SPRITES 2,3,4 **
189 POKE18010,0:POKE18011,0:POKE18012,222
197 REM ** SET SPRITE POINTERS TO THE AREAS OF MEMORY WHICH CONTAIN THE DATA **
198 POKE2040,13:POKE2046,13:POKE2047,13:REM SPRITES 0,6,7,BLOCK 13
199 FORX=1TO5:POKE2040+X,14:NEXTX:REM SPRITES 1 TO 5 ,BLOCK 14
200 REM ** POSITION SPRITES FOR START **
```

```
201 POKE53248.60:POKE53249.70:REM SPRITE 0
202 POKE53264.126:POKE53250.100:POKE53251.70:REM SPRITE 1
203 POKE53252.255:POKE53253.110:REM SPRITE 2
204 POKE53254.100:POKE53255.55:REM SPRITE 3
205 POKE53256.170:POKE53257.85:REM SPRITE 4
206 POKE53258.125:POKE53259.100:REM SPRITE 5
207 POKE53260.0:POKE53261.176:REM SPRITE 6
208 POKE53262.220:POKE53263.176:REM SPRITE 7
249 REM ** CLEAR COLLISION DETECTION LOCATIONS **
250 POKEV+30.255:K=PEEK(V+30):POKEV+31.255:K=PEEK(V+31)
699 REM ** CALL M/C ROUTINES.INCREASE SCORE AND CHECK IF LIFE LOST **
700 SYS17000:IFPEEK(18020)>0THEN700
701 IFPEEK(18026)<>0THENS=S+1:PRINT"[UP]    SCORE ":S:GOTO700
702 REM ** LIFE LOST **
703 POKE18026.1
704 REM ** SOUND EFFECT **
706 POKE54296.15:POKE54295.0
707 W=54272:POKEW+6.0:POKEW+5.12:POKEW+1.20:POKEW+4.129:FORN=1TO2200:NEXTN
708 POKEW+4.0
734 IFPEEK(V+21)=255THENPOKEV+21.191:GOTO174
735 IFPEEK(V+21)=191THENPOKEV+21.63:GOTO174
736 IFS>HTHENH=S
738 PRINT"[HOME][WHITE][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][
RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]GAME OVER"
739 FORX=1TO4000:NEXTX
746 REM ** TITLE SCREEN **
747 POKEV+21.192:POKEV+16.64:PRINT"[CLEAR][DOWN][RIGHT][RIGHT][RIGHT][RIGHT][RIG
HT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT]
LOW LEVEL"
748 POKE2046.13:POKE2047.13:POKEV+14.74:POKEV+15.70
749 POKEV+12.10:POKEV+13.70
750 PRINT"[DOWN][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][
RIGHT][RIGHT][RIGHT][RIGHT][YELLOW]HIGH SCORE[WHITE]":H
752 PRINT"[DOWN][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][
RIGHT][RIGHT][RIGHT][RIGHT][YELLOW]LAST SCORE[WHITE]":S
754 PRINT"[DOWN][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][
RIGHT][YELLOW]USE JOYSTICK IN PORT 2"
756 PRINT"[DOWN][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][RIGHT][
RIGHT]OR THE FOLLOWING KEYS:[DOWN]"
758 PRINTSPC(15)"[WHITE]A[YELLOW] = UP"
760 PRINTSPC(15)"[WHITE]Z[YELLOW] = DOWN"
762 PRINTSPC(15)"[WHITE]N[YELLOW] = LEFT"
764 PRINTSPC(15)"[WHITE]M[YELLOW] = RIGHT[WHITE]"
766 PRINT"[DOWN]AFTER BOMBING AN ENEMY INSTALLATION YOU ARE RETURNING HOME.OUT O
F ";
768 PRINT"AMMO BUT HIGH ON FUEL. YOU MUST FLY LOW OVER THE CITY SO AS TO ";
770 PRINT"KEEP UNDER THE ENEMY RADAR.    AVOID THE SUICIDAL ENEMY PLANES WHICH";
772 PRINT"   FLY DIRECTLY IN YOUR PATH AND WATCH OUT FOR THE TOPS OF THE";
774 PRINT" SKYSCRAPERS."
776 PRINT"[DOWN]";SPC(6);"[YELLOW]PRESS SPACE OR FIRE TO START[HOME]":S=0
777 IFPEEK(197)=60ORPEEK(56320)=111THEN780
779 GOTO777
780 FORX=0TO13:POKEV+2+X.0:NEXTX:POKEV+21.255:GOTO174
999 REM ** DATA FOR FLATS **
1000 DATA 0.255.191.175.171.169.169.169.169: REM @
1001 DATA 27.255.255.255.255.85.85.105.105: REM [
1002 DATA 28.192.240.252.255.85.85.105.105: REM \
1003 DATA 29.169.169.169.169.169.169.169.169: REM ]
1004 DATA 30.85.85.105.105.85.85.105.105: REM ^
1005 DATA 31.169.233.249.255.255.255.255.255: REM _
1006 DATA 33.85.85.85.255.255.255.255.255: REM !
1009 REM ** DATA FOR PALM TREES **
1010 DATA 35.8.8.8.8.8.8.8.8: REM #
1011 DATA 36.0.0.3.15.63.252.240.195 :REM $
1012 DATA 38.0.48.63.255.252.63.255.200 :REM &
1013 DATA 39.0.0.192.240.252.63.15.195 :REM '
1014 DATA 40.251.251.251.234.255.255.255.255 :REM (
1015 DATA 41.255.255.255.255.255.255.255.255 :REM )
1019 REM ** DATA FOR PLANE CONTROLLED BY PLAYER **
```

```
1020 DATA 65.80.0,144,84.0.165
1021 DATA 85.80.170.170.148.170.170
1022 DATA 169.170.85.170.170.85.170
1023 DATA 85.85.85.1.84.0.1
1024 DATA 80.0.1.64.0,0.0
1029 REM ** DATA FOR ENEMY PLANES **
1030 DATA 0.5.65.0.21.7.5
1031 DATA 85.95.23.255.255.127.255
1032 DATA 255.255.85.255.255.85.255
1033 DATA 85.85.85.0.21.64.0
1034 DATA 5.64.0.1.64.0.0
1039 REM ** DATA FOR M/C SCROLLING ROUTINE **
1040 DATA 173.144.5.141.80.70.173.184.5.141
1041 DATA 81.70.173.224.5.141,82.70.173.8
1042 DATA 6.141.83.70.173.48,6.141.84.70
1043 DATA 162.1.189.144.5.157.143.5.189.184
1044 DATA 5.157.183.5.189.224.5.157.223.5
1045 DATA 189.8.6.157.7.6.189.48.6.157
1046 DATA 47.6.232,224,40.208.221.173.80.70
1047 DATA 141.183.5.173.81.70.141.223.5.173
1048 DATA 82.70.141.7.6.173.83.70.141,47
1049 DATA 6.173.84.70.141.87.6.96
1050 REM ** DATA FOR M/C ROUTINE MOVING ENEMY PLANE 1 **
1051 DATA 206.2.208.173.2.208.201.0.208.38
1052 DATA 173.16.208.41.2.201.2.208.16.173
1053 DATA 16.208.41.253.141.16.208.169.255.141
1054 DATA 2.208.76.164,64.173.16.208.9.2
1055 DATA 141.16.208.169.100.141.2.208.96.96
1059 REM ** DATA FOR M/C ROUTINE MOVING ENEMY PLANE 2 **
1060 DATA 206.4.208.173.4.208.201.0.208.38
1061 DATA 173.16.208.41.4.201.4',208.16.173
1062 DATA 16.208.41.251.141.16.208.169.255.141
1063 DATA 4,208.76.8.65.173.16.208.9.4
1064 DATA 141,16.208.169.150.141.4.208.173.90
1065 DATA 70.201.0.208.17.206.5.208.173.5
1066 DATA 208.201.50.240.1.96.169.1.141.90
1067 DATA 70.96.238.5.208.173.5.208.201.120
1068 DATA 240.1.96.169.0.141.90.70.96.96
1069 REM ** DATA FOR M/C CONTROL ROUTINE WHICH CALLS ALL OTHER ROUTINES **
1070 DATA 32.116.64.32.216.64.32.60.65.32
1071 DATA 160.65.32.4,66.238.100.70.32.204
1072 DATA 66.173.100.70.201.16.208.8.32.0
1073 DATA 64,169.0.141.100.70.96
1079 REM ** DATA FOR M/C FOR MOVING PLANE CONTROLLED BY PLAYER **
1080 DATA 32.148.67.173.0.220.201.126.240.32
1081 DATA 201.125.240.44.201.119.240.44.201.123
1082 DATA 240.56.173.197.0.201.10.240.13.201
1083 DATA 12.240.25.201.36.240.25.201.39.240
1084 DATA 37.96.206.1.208.173.1.208.201.49
1085 DATA 208.5.169.50.141.1.208.96.238.1
1086 DATA 208.96.238.0.208.173.0.208.201.61
1087 DATA 208.5.169.60.141.0.208.96.206.0
1088 DATA 208.173.0.208.201.49.208.245.169.50
1089 DATA 141.0.208.96
1099 REM ** DATA FOR M/C ROUTINE CHECKING FOR COLLISIONS **
1100 DATA 173.31.208.41.1.201.1.240.10.173
1101 DATA 30.208.41.1 .201.1.240.1.96.169
1102 DATA 0.141.100.70.141.106.70.96
1109 REM ** DATA FOR M/C ROUTINE MAKING PLANE ENGINE SOUND EFFECT **
1110 DATA 169.0.141.4.212.169.55.141.6.212
1111 DATA 169.4.141.24.212.169.150.141.5.212
1112 DATA 169.6.141.1.212.169.200.141.0.212
1113 DATA 169.33.141.4.212.76.48.67

READY.
```

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Type of game: (If original please say so) ....

Loading instructions ....

Game instructions: (If not included in the listing) ....

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Date due back: ....

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Due to be published in .... issue of magazine.

Evaluator's comments

Good enough to publish ☐

Needs some tidying up ☐

Not worth publishing ☐

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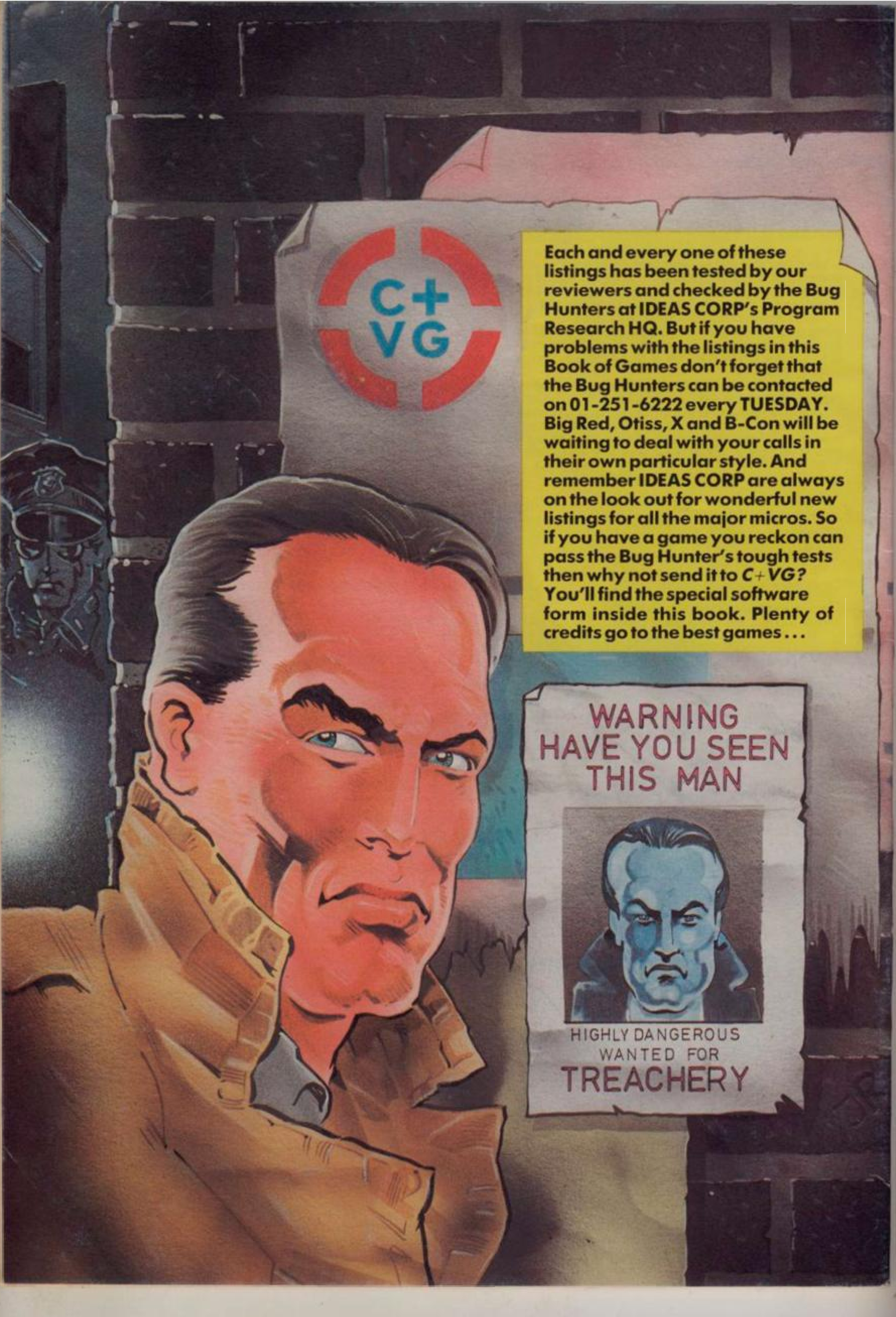
Wouldn't load ☐



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